```
File 350:Derwent WPIX 1963-2005/UD,UM &UP=200535
         (c) 2005  Thomson Derwent
File 347:JAPIO Nov 1976-2005/Feb(Updated 050606)
         (c) 2005 JPO & JAPIO
Set      Items   Description
S1      796998   COMPUTER?
S2      796998   COMPUTER?
S3      108340   DATA()PROCESS???
S4      464458   INTERNET OR NETWORK??
S5      120318   REALTIME OR REAL()TIME OR VIRTUAL
S6      747879   REPORTER? ? OR USER? ? OR VIEWER? ? OR FAN OR FANS
S7      347695   ANALYZ? OR ANALYS?
S8      754299   RATE? ? OR RATING? ?
S9     1537586   EVALUAT? OR VALUE? ? OR VALUING
S10      63519   GRADE? ? OR GRADING
S11      31082   ASSESS? OR APPRAIS?
S12     103727   TEAM? ? OR PLAYER? ?
S13       2740   GROUP(2N)(MEMBER? ? OR PARTICIPANT? ?)
S14      14214   S1:S4 AND S12:S13
S15       3826   S6(2W)S7:S11
S16         25   S14 AND S15
S17    1210264   IC=G06F?
S18         16   S16 AND S17
S19          9   S16 NOT S18
S20     149872   GAME OR GAMES OR CONTEST? ? OR TOURNAMENT? ?
S21     121406   SPORT? ? OR COMPETITION? ?
S22         83   S1:S4 AND S15 AND S20:S21
S23         62   S17 AND S22
S24          9   S12:S13 AND S23
S25          0   S24 NOT S16
S26         13   S22 AND S12:S13
S27          0   S26 NOT S16
S28         57   S22/TI
S29         31   (S28 AND S17) NOT S16
S30          1   S6(2W)S7:S11(2W)S12
S31         83   S14 AND S6 AND S7:S11 AND S20:S21 AND S17
S32         18   S5 AND S31
S33         17   S32 NOT (S16 OR S29 OR S30)
S34         30   S6/TI AND (S7/TI OR S8/TI OR S9/TI OR S10/TI OR S11/TI) AND
                 (S12/TI OR S13/TI)
S35         11   S1:S4 AND S34
S36          8   S35 NOT (S16 OR S29 OR S30 OR S32)

18/26,TI/1      (Item 1 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005  Thomson Derwent. All rts. reserv.
016962769
WPI Acc No: 2005-287080/200530
  Entertainment content playing method in digital versatile disk  player ,
  involves comparing  user  access  rating  with entertainment content
  rating to determine whether particular user is allowed to access
  entertainment content

 18/26,TI/2      (Item 2 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005  Thomson Derwent. All rts. reserv.
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016657051
WPI Acc No: 2004-815770/200481
Method for authorizing manual payment of gaming jackpot in casino, **involves transferring jackpot value to** player **without requirement of corroborating payment witnessing** user , **when jackpot** value **corresponds to jackpot transaction value**

18/26,TI/3 (Item 3 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
016468027
WPI Acc No: 2004-625952/200460
Folder display method in computer **system, involves modifying value of user-modifiable attribute of selected file, upon** receiving indication, **from user, that selected file grouped in origin folder should be transferred to destination folder**

18/26,TI/5 (Item 5 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
015885425
WPI Acc No: 2004-043259/200404
Digital content e.g. poetry, reviewing method for use in communication network , **involves receiving content file having information about alias name of previous user and reviewing accumulative rating of previous users of file**

18/26,TI/6 (Item 6 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
015431748
WPI Acc No: 2003-493890/200346
Recommending media content using user interest profile by retrieving feedback on user input and modifying interest profile

18/26,TI/7 (Item 7 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
015431500
WPI Acc No: 2003-493642/200346
Method of providing content to user over network **for providing personalized music playback by analyzing user input over a predetermined time period and compiling** a content play list based on analyzed user **input**

18/26,TI/8 (Item 8 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
015173959
WPI Acc No: 2003-234487/200323
Network **casino system has authentication unit to check veracity of game condition data containing control data transmitted through monitoring server**

18/26,TI/10 (Item 10 from file: 350)
DIALOG(R)File 350:Derwent WPIX

(c) 2005 Thomson Derwent. All rts. reserv.
014492726
WPI Acc No: 2002-313429/200235
Online value provision method in game arcade, involves delivering advertisement or questionnaire information to user before providing value to be used in game arcade

18/26,TI/11 (Item 11 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
014367334
WPI Acc No: 2002-188036/200224
A software program on a compact disk for a fighting game with a simplified user operation includes acquiring values from a pressure-sensitive switch using relative attack and defense positions, displaying a victory or losing screen

18/26,TI/12 (Item 12 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
014139917
WPI Acc No: 2001-624128/200172
Document server system in distributed communication environment, has encoder which converts segmented information according to format directed by user

18/26,TI/13 (Item 13 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
013980331
WPI Acc No: 2001-464545/200150
Search engine for use with internet , **intranet, matches master query with information content to determine matching content which** is analyzed **to determine if any of queries is satisfied**

18/26,TI/14 (Item 14 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
012925193
WPI Acc No: 2000-097029/200008
Remote controller for operating television and displaying electronic program guides and advertisements

18/26,TI/15 (Item 15 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
010543813
WPI Acc No: 1996-040766/199605
Game installation fee and rebate calculator e.g. for billiards - uses smart card or magnetic card to input user information into computer

18/7/4 (Item 4 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
016311083 **Image available**

WPI Acc No: 2004-468978/200444
Computer **system for business performance analysis, combines real-time events comprising new business data, with selected historical business data, to calculate and provide real-time event-driven values of metrics**
Patent Assignee: SEEWHY SOFTWARE LTD (SEEW-N)
Inventor: NICHOLLS C M; THOMAS P
Number of Countries: 106 Number of Patents: 002
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
WO 200453754	A1	20040624	WO 2003GB5325	A	20031205	200444	B
AU 2003290236	A1	20040630	AU 2003290236	A	20031205	200472	

Priority Applications (No Type Date): GB 200228447 A 20021206
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
WO 200453754	A1	E	48	G06F-017/60	

Designated States (National): AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NI NO NZ OM PG PH PL PT RO RU SC SD SE SG SK SL SY TJ TM TN TR TT TZ UA UG US UZ VC VN YU ZA ZM ZW
Designated States (Regional): AT BE BG BW CH CY CZ DE DK EA EE ES FI FR GB GH GM GR HU IE IT KE LS LU MC MW MZ NL OA PT RO SD SE SI SK SL SZ TR TZ UG ZM ZW

AU 2003290236	A1	G06F-017/60	Based on patent WO 200453754

Abstract (Basic): WO 200453754 A1

NOVELTY - An event channel server **computer** receives real-time events comprising new business data, from diverse sources such as warehouses or stock control **computers** provided within a company. An interpretation server **computer** combines the real-time events with selected historical business data, to calculate and provide real-time event-driven values of the metrics.

DETAILED DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:

(1) **computer** program product for managing business performance data;

(2) method for analyzing business performance of organization; and

(3) method for scheduling automatic publishing and distribution of user interfaces.

USE - For analyzing, processing and publishing data relevant to business performance of enterprise or organization, received through **computer network** such as local area **network** (LAN) and wide area **network** (WAN) e.g. **Internet** .

ADVANTAGE - Enables business **users** to **assess** business events and collaborate within **teams** to drive optimal business performance, by blending real-time information with historical data and performance goals. Enables business managers to predict the likelihood of achieving a particular goal without relying on manual analysis by a skilled analyst.

DESCRIPTION OF DRAWING(S) - The figure shows an example of the user interface.

graphical dial (101)
alerts (102)
metrics (103,104)
stock ticker type display (105)
time bar (106)
sphere (107)

buttons (108)
pp; 48 DwgNo 1/16
Derwent Class: T01
International Patent Class (Main): **G06F-017/60**

18/7/9 (Item 9 from file: 350)
DIALOG(R)File 350:Derwent WPIX

014746238 **Image available**
WPI Acc No: 2002-566945/200260
Method of enabling user to evaluate members of first group of members by utilizing selection criteria, first rating value and second rating value for at least some of members, to enable selection to be made
Patent Assignee: POTGIETER H J (POTG-I)
Inventor: POTGIETER H J
Number of Countries: 099 Number of Patents: 003
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
WO 200261549	A2	20020808	WO 2002ZA13	A	20020131	200260	B
AU 2002250620	A1	20020812	AU 2002250620	A	20020131	200427	
ZA 200207826	A	20040728	ZA 20027826	A	20020930	200466	

Priority Applications (No Type Date): ZA 20003847 A 20010131
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
WO 200261549	A2	E	33	G06F-000/00	

Designated States (National): AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ OM PH PL PT RO RU SD SE SG SI SK SL TJ TM TR TT TZ UA UG US UZ VN YU ZA ZM ZW
Designated States (Regional): AT BE CH CY DE DK EA ES FI FR GB GH GM GR IE IT KE LS LU MC MW MZ NL OA PT SD SE SL SZ TR TZ UG ZM ZW

AU 2002250620	A1		G06F-000/00	Based on patent WO 200261549
ZA 200207826	A	34	G06F-000/00	

Abstract (Basic): WO 200261549 A2
NOVELTY - First and second **rating values** may be allocated for each member of a first **group** of **members** for first and second dimensions and the values allocated in a **computerized** database. Selection criteria are received from a user regarding a selection of members of the first group to be made. The selection criteria, the first and second rating values for at least some of the members are utilized, to perform a selection.
DETAILED DESCRIPTION - INDEPENDENT CLAIMS are included for:
(a) a method of assessing members of a first **group members**
(b) a system for performing an evaluation of members of a first **group members**
USE - In a central assessment and evaluation system based on a **computerized** system with remote access.
ADVANTAGE - Provides a toolkit and data to perform comparisons between potential suppliers according to selectable criteria without requiring that prospective purchaser of a product or user of a service has to create own database for the necessary comparisons.
DESCRIPTION OF DRAWING(S) - The drawing is a block diagram of an assessment and evaluation system according to the invention.
pp; 33 DwgNo 1/14

Derwent Class: T01
International Patent Class (Main): **G06F-000/00**

18/7/16 (Item 1 from file: 347)
DIALOG(R)File 347:JAPIO
(c) 2005 JPO & JAPIO. All rts. reserv.
07224024 **Image available**
METHOD FOR IMPARTING VALUE USABLE IN GAME PARLOR
PUB. NO.: 2002-092464 [JP 2002092464 A]
PUBLISHED: March 29, 2002 (20020329)
INVENTOR(s): UGAWA SHOHACHI
OGURA TAKAO
APPLICANT(s): SANKYO KK
APPL. NO.: 2000-277069 [JP 2000277069]
FILED: September 12, 2000 (20000912)

ABSTRACT

PROBLEM TO BE SOLVED: To obtain access of a **game player** as an accessing **user** to whom advertisement is effective on the advertiser side, and obtain usable value in a game parlor without going to the game parlor or playing a game as the game **player** on the advertisement receiving side.
SOLUTION: Using a server **computer** 1 connected to a **computer network** 8 comprising plural **computer** terminals 3, 4, 5, 6, and 7 connected to each other in such a way that data communication can be made, value usable in the game parlor is given to the accessing user. It at least includes an acceptance and registration step to accept accessing user specifying information capable of specifying one of accessing users to be registered, a distribution step of distributing advertisement information or questionnaire information to the accessing **users**, and a **value** imparting step to give value usable in the game parlor to the accessing users based on distribution of the advertisement information or reception of answers to questionnaires.
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19/26,TI/1 (Item 1 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
016405758
WPI Acc No: 2004-563670/200455
Golfing unit for user **shot** analysis **, detects movement of club and ball using fiber optic mat and displays virtual swing of user and virtual flight of ball to user and transfers shot data to further golf units within local** network

19/26,TI/2 (Item 2 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
015943713
WPI Acc No: 2004-101554/200411
Thematic information generation method for manipulating digitized film and video imagery, involves engaging data structure by media player **to present additional content related to thematic information in program**

19/26,TI/3 (Item 3 from file: 350)
DIALOG(R)File 350:Derwent WPIX

(c) 2005 Thomson Derwent. All rts. reserv.
015839165
WPI Acc No: 2003-901369/200382
Displaying axial images at varying slice thickness and interval values used in e.g. medical imaging configuration, involves displaying reformatted axial image, created in response to received reconstructed axial image, for user

19/26,TI/4 (Item 4 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
015031005
WPI Acc No: 2003-091522/200308
Media player controlling method involves establishing rules defining predefined user activity and controlling media player in response to monitored user activity

19/26,TI/6 (Item 6 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
014948402
WPI Acc No: 2003-008915/200301
Game apparatus includes controller which changes game advance state, based on evaluated envelope of detected voice output from user

19/26,TI/7 (Item 7 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
014194881
WPI Acc No: 2002-015578/200202
Computer readable recording medium storing game machine selection information program, delivers game machine selection information to user by analyzing request from user with host database, in time dependent manner

19/26,TI/8 (Item 8 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
013326805
WPI Acc No: 2000-498744/200044
Broadcast data processing for consumer electronic audio-video device, involves automatically controlling digital tuner device based on user criteria list describing desirable attributes of broadcast data stream

19/26,TI/9 (Item 9 from file: 350)0
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
012114267
WPI Acc No: 1998-531179/199845
Transition method for video image sequences - has simultaneous frame display capabilities with transition images displayed during user defined rate of change

19/7/5 (Item 5 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.

015014243 **Image available**
WPI Acc No: 2003-074760/200307
Interactive web-page television viewers polling method for analog/digital TV, involves preparing polling requests for TV viewer based on their responses to transmitted polling request
Patent Assignee: HOUGHTON W C (HOUG-I)
Inventor: HOUGHTON W C
Number of Countries: 001 Number of Patents: 001
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 20020124247	A1	20020905	US 99365734	A	19990803	200307 B
			US 99365735	A	19990803	
			US 99475391	A	19991230	
			US 2000195248	P	20000407	
			US 2001828469	A	20010409	
			US 2001343184	P	20011231	
			US 200290803	A	20020306	

Priority Applications (No Type Date): US 200290803 A 20020306; US 99365734 A 19990803; US 99365735 A 19990803; US 99475391 A 19991230; US 2000195248 P 20000407; US 2001828469 A 20010409; US 2001343184 P 20011231
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 20020124247	A1		24	H04N-007/16	Cont of application US 99365734
					Cont of application US 99365735
					Cont of application US 99475391
					Provisional application US 2000195248
					CIP of application US 2001828469
					Provisional application US 2001343184

Abstract (Basic): US 20020124247 A1

NOVELTY - A set of polling request prepared beforehand is transmitted to televisions **viewers**. Responses received for the sent polling request from the television **viewers** are **evaluated** . A new polling request including several elements selected based on the evaluated response is prepared.

DETAILED DESCRIPTION - INDEPENDENT CLAIMS are included for the following:

(1) Method of participating in interview television polling;

(2) Communications apparatus for polling interactive television viewers;

(3) **Computer** program for interactive television viewers polling; and

(4) **Computer** program for participating in interactive television polling.

USE - For interactive television viewers pooling using video display devices e.g. analog TV, digital TV, high definition TV, video monitor of video cassette recorder (VCR), laser disk **player** , digital video disk (DVD) **player** and video camera.

ADVANTAGE - Web-page interactive television viewer's preference for one element relative to an other element or several elements which becomes smaller is accurately gauged.

DESCRIPTION OF DRAWING(S) - The figure shows a block diagram of the web-based TV system.

pp; 24 DwgNo 1/10

Derwent Class: T01; W02
International Patent Class (Main): H04N-007/16
International Patent Class (Additional): H04H-009/00; H04N-007/173

29/26,TI/1 (Item 1 from file: 350)
DIALOG(R)File 350:Derwent WPIX

017015552
WPI Acc No: 2005-339869/200535
Electronic mail effect evaluation equipment installed in game **arcade, determines number of primary email including non-descriptive report information and secondary email including detailed report information being transmitted to user**

29/26,TI/2 (Item 2 from file: 350)
DIALOG(R)File 350:Derwent WPIX

016921090
WPI Acc No: 2005-245400/200526
Portable electronic device e.g. wireless telephone, has user interface that associates events with movements applied by user **and** analyzes **principal motion vector that is determined by motion detection unit**

29/26,TI/3 (Item 3 from file: 350)
DIALOG(R)File 350:Derwent WPIX

016793026
WPI Acc No: 2005-117303/200513
Retrieval apparatus of information related to emotion state of user participated in sports **and home party, searches content recommended to** user **based on** analysis **of emotion state and notifies search result to user**

29/26,TI/4 (Item 4 from file: 350)
DIALOG(R)File 350:Derwent WPIX

016777138
WPI Acc No: 2005-101416/200511
Computerized **handheld device e.g. personal digital assistant, alerts user about when food intake is accepted based on comparison of** user **'s satiety** ratings **represented in displayed Borg type scale with expected satiety ratings**

29/26,TI/5 (Item 5 from file: 350)
DIALOG(R)File 350:Derwent WPIX

016535776
WPI Acc No: 2004-694496/200468
Information management system e.g. for license information, transmits license information for utilizing content, to user **after** analyzing **license information acquisition-request from user**

29/26,TI/6 (Item 6 from file: 350)
DIALOG(R)File 350:Derwent WPIX

016302960
WPI Acc No: 2004-460855/200443
Internet **value-added service e.g. short messaging service providing system, has value added service server using information of service**

provider and value-added service usage ticket if usage of ticket is required from user

29/26,TI/7 (Item 7 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
016297900
WPI Acc No: 2004-455795/200443
Vehicle draft plan support program e.g. for sport vehicle, has instructions for performing simulation display of moving image seen from viewpoint of driver of plan vehicle which is moved on virtual space containing imaginary road

29/26,TI/8 (Item 8 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
016287613
WPI Acc No: 2004-445508/200442
Draft plan support program of vehicle, is executed on computer to build three-dimensional vehicle model and arrange it on imaginary road for simulation display of video from viewpoint of driver of model

29/26,TI/9 (Item 9 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
016137979
WPI Acc No: 2004-295855/200427
Digital content using apparatus e.g. for audio, allows user to use value information, when condition for allowing user to use value information is satisfied

29/26,TI/10 (Item 10 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
015985554
WPI Acc No: 2004-143404/200414
Lottery sales data processing method, involves displaying table with lottery game attributes and lottery ticket sales for many lottery game types and enabling computer user to query data in table based on fixed list of criteria

29/26,TI/11 (Item 11 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
015885968
WPI Acc No: 2004-043802/200404
Data input method for voter registration, involves writing user -selectable input values indicated by indicia associated with machine-readable codes, in machine-readable codes that have not been read from printed media

29/26,TI/12 (Item 12 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
015885902
WPI Acc No: 2004-043736/200404

Multimedia-based computerized **learning** game **playing method involves turning over user selected tile to reveal word to be learned and allowing user to read word so as to evaluate user's vocal input**

29/26,TI/13 (Item 13 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
015803212
WPI Acc No: 2003-865415/200380
Game **play parameter adjustment method in e.g. slot machine, involves measuring amount of force used for pressing initiation button, based on which** game **play parameter is adjusted**

29/26,TI/14 (Item 14 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
015762026
WPI Acc No: 2003-824228/200377
Point management system has management server that stores value of points corresponding to stored identification information of user **, and fluctuates** value **of points according to payment by user**

29/26,TI/15 (Item 15 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
015720165
WPI Acc No: 2003-782365/200374
Host device for game **arcade, transmits evaluation information with respect to current** game **condition, to respective user terminal, based on previous** game **information obtained from databases**

29/26,TI/17 (Item 17 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
015394725
WPI Acc No: 2003-456866/200343
Computer **information message processing system has** user **request** analysis **and send status modules that resolve requests for receiving and sending mails respectively, before display to user**

29/26,TI/18 (Item 18 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
015166286
WPI Acc No: 2003-226814/200322
Method for game **and advertisement using key input of mobile terminal on wireless** Internet

29/26,TI/19 (Item 19 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
014875327
WPI Acc No: 2002-696033/200275
System and method for performing betting game **by using advertisement**

29/26,TI/20 (Item 20 from file: 350)

DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
014868048
WPI Acc No: 2002-688754/200274
Web site operation method including data mining function using role playing game **technique**

29/26,TI/21 (Item 21 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
014787409
WPI Acc No: 2002-608115/200265
Quantitative competition **method for electronic sealed bid auction scheme, involves identifying user who committed minimum intended value, based on compared element concatenations of information sequences from each user**

29/26,TI/22 (Item 22 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
014402771
WPI Acc No: 2002-223474/200228
Method for exchanging real stock using simulated stocks investment game **on** internet

29/26,TI/23 (Item 23 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
014331622
WPI Acc No: 2002-152325/200220
Server for online shopping, provides music data which is reselected based on user **information** analysis **, to user information terminals**

29/26,TI/24 (Item 24 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
014316513
WPI Acc No: 2002-137215/200218
System and method for providing paduk service using internet

29/26,TI/25 (Item 25 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
014080366
WPI Acc No: 2001-564580/200163
User reaction predicting method for computer **based marketing, involves selecting set of mentors from users and objective archetypes and pairing the users with mentors for predicting the not rated item rating**

29/26,TI/27 (Item 27 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
013023856
WPI Acc No: 2000-195707/200017
Profiling method for Internet **user according to predefined categories of interest**

29/26,TI/28 (Item 28 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
012866600
WPI Acc No: 2000-038433/200003
Position sensing method of joystick for force feedback device connected to host computer

29/26,TI/29 (Item 29 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
011635423
WPI Acc No: 1998-052551/199805
Participation in interactive competitions **for remote users - includes simultaneous passage of examination task to** users **and** evaluation **of correct selected answers during same time period for all users**

29/26,TI/30 (Item 1 from file: 347)
DIALOG(R)File 347:JAPIO
(c) 2005 JPO & JAPIO. All rts. reserv.
07164102
METHOD AND SYSTEM FOR **SPORTS** CLUB MANAGEMENT AND THEIR SERVER

29/26,TI/31 (Item 2 from file: 347)
DIALOG(R)File 347:JAPIO
(c) 2005 JPO & JAPIO. All rts. reserv.
02100971
TOPIC CONTROL SYSTEM IN **COMPUTER** SYSTEM

29/3,K/16 (Item 16 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
015519587 **Image available**
WPI Acc No: 2003-581734/200355
XRPX Acc No: N03-462643
Internet **-based** game **management system manages both shops such as internal** game **site and** internet **cafe, through** internet
Patent Assignee: KARENTO COMMUNICATIONS KK (KARE-N)
Number of Countries: 001 Number of Patents: 001
Patent Family:
Patent No Kind Date Applicat No Kind Date Week
JP 2003190643 A 20030708 JP 2001403053 A 20011227 200355 B
Priority Applications (No Type Date): JP 2001403053 A 20011227
Patent Details:
Patent No Kind Lan Pg Main IPC Filing Notes
JP 2003190643 A 3 A63F-013/12
International Patent Class (Additional): **G06F-017/60**

29/3,K/26 (Item 26 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
014026196 **Image available**
WPI Acc No: 2001-510410/200156
Method for determining music rank by tournament **, and selling music by**

using determined rank
Patent Assignee: PARK H (PARK-I); PARK H W (PARK-I)
Inventor: PARK H W; PARK H
Number of Countries: 098 Number of Patents: 003
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
KR 2001008273	A	20010205	KR 200068996	A	20001120	200156	B
WO 200241211	A1	20020523	WO 2001KR1966	A	20011116	200240	
AU 200223142	A	20020527	AU 200223142	A	20011116	200261	

Priority Applications (No Type Date): KR 200068996 A 20001120
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
KR 2001008273	A		1	G06F-017/6004	
WO 200241211	A1	E		G06F-017/60	

Designated States (National): AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PH PL PT RO RU SD SE SG SI SK SL TJ TM TR TT TZ UA UG US UZ VN YU ZA ZW
Designated States (Regional): AT BE CH CY DE DK EA ES FI FR GB GH GM GR IE IT KE LS LU MC MW MZ NL OA PT SD SE SL SZ TR TZ UG ZM ZW

AU 200223142	A			G06F-017/60	Based on patent WO 200241211

International Patent Class (Main): **G06F-017/60** ...
... **G06F-017/6004**

30/3,K/1 (Item 1 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
013731636 **Image available**
WPI Acc No: 2001-215866/200122
XRPX Acc No: N03-082965
Soccer game record analysis method involves converting pre-recorded ball and player information into planar location data that is displayed using symbols on result window showing playground
Patent Assignee: SOCCERDATABANK CO LTD (SOCC-N); MIN D G (MIND-I); SPORTSDATABANK CO LTD (SPOR-N); MIN D (MIND-I)
Inventor: MIN D G; MIN D
Number of Countries: 094 Number of Patents: 007
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
KR 2000054011	A	20000905	KR 200026524	A	20000517	200122	B
US 20020165697	A1	20021107	WO 2001KR785	A	20010515	200310	
			US 200231428	A	20020529		
WO 200188826	A1	20011122	WO 2001KR785	A	20010515	200176	
AU 200156847	A	20011126	AU 200156847	A	20010515	200222	
KR 2002087840	A	20021123	KR 200220233	A	20020413	200320	N
CN 1386241	A	20021218	CN 2001802025	A	20010515	200326	
JP 2003533306	W	20031111	JP 2001584342	A	20010515	200375	
			WO 2001KR785	A	20010515		

Priority Applications (No Type Date): KR 200026524 A 20000517; KR 200220233 A 20020413
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
KR 2000054011	A			G06F-019/00	
US 20020165697	A1		34	G06F-015/00	
WO 200188826	A1	E		G06F-019/00	

Designated States (National): AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA

CH CN CR CU CZ DE DK DM DZ EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP
KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PL PT
RO RU SD SE SG SI SK SL TJ TM TR TT TZ UA UG US UZ VN YU ZA ZW
Designated States (Regional): AT BE CH CY DE DK EA ES FI FR GB GH GM GR
IE IT KE LS LU MC MW MZ NL OA PT SD SE SL SZ TR TZ UG ZW

AU 200156847 A G06F-019/00 Based on patent WO 200188826
KR 2002087840 A G06F-019/00
CN 1386241 A G06F-019/00
JP 2003533306 W 56 A63B-069/00 Based on patent WO 200188826

Abstract (Basic):

... Provides information promptly and easily to users, so that the **users** can **analyze player** 's movements in detail using various option selections, prove the capability of teams and players...

33/26,TI/1 (Item 1 from file: 350)

DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
016988252
WPI Acc No: 2005-312566/200532

Bonus point redeeming method for computerized **gaming incentive system, involves allowing** user **to enter amount to be redeemed from voucher, and depicting certain number of bonus points from voucher related to amount to be redeemed**

33/26,TI/2 (Item 2 from file: 350)

DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
016869384
WPI Acc No: 2005-193689/200520

Computer **messaging system for online** virtual **reality environment e.g. chat rooms, stores message prior to initial transmission failure in outbound queue, and retransmitted message in outstanding queue**

33/26,TI/3 (Item 3 from file: 350)

DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
016183092
WPI Acc No: 2004-340979/200431

Interactive gaming system e.g. for playing keno, has remote player **devices to receive** game **information from host gaming device in location approved by gaming agencies**

33/26,TI/4 (Item 4 from file: 350)

DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
015431797
WPI Acc No: 2003-493939/200346

Object display apparatus for displaying advertisement in virtual **world relating to** Internet **gaming has display control unit, which displays display object to be recognized by** user **in** virtual **world**

33/26,TI/6 (Item 6 from file: 350)

DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
015169240
WPI Acc No: 2003-229768/200322

System for carrying out virtual game **of chance has** evaluation **/charging station for checking data records entered by** players **, making credit entries to credit memory, updating for wins/losses**

33/26,TI/7 (Item 7 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
015108614
WPI Acc No: 2003-169133/200317
Information processing system for video game **, controls execution of video** game **based on modified point** values

33/26,TI/8 (Item 8 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
015012848
WPI Acc No: 2003-073365/200307
Method for advertisement using virtual **transaction on** game

33/26,TI/9 (Item 9 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
014997017
WPI Acc No: 2003-057532/200305
Information input method for information processing apparatus e.g. computer **, involves determining motion information of hands and fingers, so as to input corresponding characters and numerals to processing apparatus**

33/26,TI/11 (Item 11 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
014642684
WPI Acc No: 2002-463388/200249
Application name mapping method in distributed communication network **, involves sending mapped application name with tag** values **to receiving node in communication** network

33/26,TI/12 (Item 12 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
014642681
WPI Acc No: 2002-463385/200249
Communication infrastructure arrangement in data processing **system, has attributes that are selected to fit intended function of client group and capabilities of application communication** network

33/26,TI/13 (Item 13 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
014341220
WPI Acc No: 2002-161923/200221
System and method for servicing cyber horse racing using internet

33/26,TI/14 (Item 14 from file: 350)
DIALOG(R)File 350:Derwent WPIX

(c) 2005 Thomson Derwent. All rts. reserv.
014327593
WPI Acc No: 2002-148296/200219
Baccarat display device has feed-forward neural network **recognizing card suit and** value **and blocks dispensing of cards depending on** game **status**

33/26,TI/17 (Item 17 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
011930191
WPI Acc No: 1998-347101/199830
Interactive real - time game network **using credit card or casino credit line - in which placing of wagers graphically on displayed bet board is possible at** rate **independent from** rate **of play of selected** game .

33/7/5 (Item 5 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
015310241 **Image available**
WPI Acc No: 2003-371175/200335
Performance data processing **method for security, surveillance and sporting events, involves** analyzing **sensor data associated with domain specific event in** real - time
Patent Assignee: CARLBOM I B (CARL-I); JEAN Y D (JEAN-I); OPALACH A (OPAL-I); PINGALI G S (PING-I)
Inventor: CARLBOM I B; JEAN Y D; OPALACH A; PINGALI G S
Number of Countries: 001 Number of Patents: 001
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 20030023612	A1	20030130	US 2001297539	P	20010612	200335 B
			US 2001299335	P	20010619	
			US 2001299355	P	20010619	
			US 2002167533	A	20020612	

Priority Applications (No Type Date): US 2002167533 A 20020612; US 2001297539 P 20010612; US 2001299335 P 20010619; US 2001299355 P 20010619
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 20030023612	A1		12	G06F-007/00	Provisional application US 2001297539
					Provisional application US 2001299335
					Provisional application US 2001299355

Abstract (Basic): US 20030023612 A1
NOVELTY - The sensor data associated with a domain specific event such as a **player** in a tennis match, is **analyzed** in **real - time** using which several patterns associated with the event is automatically determined by a mining engine (108). The patterns are output to the **user** based on the **user** interaction with the event.
DETAILED DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:
(1) a performance **data processing** apparatus; and
(2) an article of manufacture comprising machine readable medium storing performance **data processing** program.
USE - For processing performance data for security, surveillance and sporting events.
ADVANTAGE - The **real - time analysis** of the sensor data

provides automatic determination of the patterns during the event, thereby enhancing the efficiency of the **data processing** .

DESCRIPTION OF DRAWING(S) - The figure shows the block diagram of performance **data processing** apparatus.

mining engine (108)

pp; 12 DwgNo 1/6

Derwent Class: T01; T04; W04

International Patent Class (Main): **G06F-007/00**

33/7/10 (Item 10 from file: 350)

DIALOG(R)File 350:Derwent WPIX

014701223 **Image available**

WPI Acc No: 2002-521927/200256

Referee judgment evaluation system provides real - time information based on true pictures and graphic data stored in database, when Internet user desires to know applied rules and regulations

Patent Assignee: KIM J (KIMJ-I); KIM J H (KIMJ-I)

Inventor: KIM J; KIM J H

Number of Countries: 029 Number of Patents: 006

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
EP 1219328	A1	20020703	EP 2001102999	A	20010208	200256 B
US 20020086731	A1	20020704	US 2001776755	A	20010206	200256
US 6431985	B1	20020813	US 2001776755	A	20010206	200261
JP 2002230230	A	20020816	JP 200151550	A	20010227	200269
KR 2002055306	A	20020708	KR 200084730	A	20001228	200303
KR 435582	B	20040609	KR 200084730	A	20001228	200466

Priority Applications (No Type Date): KR 200084730 A 20001228

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
EP 1219328	A1	E	15	A63B-071/06	
Designated States (Regional): AL AT BE CH CY DE DK ES FI FR GB GR IE IT LI LT LU LV MC MK NL PT RO SE SI TR					
US 20020086731	A1			A63F-013/00	
US 6431985	B1			A63F-013/00	
JP 2002230230	A		8	G06F-017/60	
KR 2002055306	A			G06F-019/00	
KR 435582	B			G06F-019/00	Previous Publ. patent KR 2002055306

Abstract (Basic): EP 1219328 A1

NOVELTY - A web server (300) transmits a live or recorded relay of a **game** from a broadcasting media (200) to a **user** terminal (100). The databases (400,700) store the rules and regulations and the judgment made by the referee, respectively. A search database (900) provides **real** - **time** information based on true pictures and graphic data in the databases, if the **Internet user** desires to know applied rules and regulations.

DETAILED DESCRIPTION - INDEPENDENT CLAIMS are included for the following:

(1) Referee judgment **evaluation** method; and

(2) Recorded medium storing referee judgment **evaluation** program.

USE - For **evaluating** judgment of referee and coaching staff in **sports** broadcast using **Internet** .

ADVANTAGE - Since the referees, coaching staffs, and **players** are monitored, **sports** related cheat can be eliminated and a more pleasant

play spirit can be obtained. Enhances participation of people to promote **sports** development and physical education by reflecting ideas of the people. Improves judgment reliability by determining rank of **evaluators** according to predetermined procedures.

DESCRIPTION OF DRAWING(S) - The figure shows a schematic view of the performance **evaluation** system.

User terminal (100)
Broadcasting media (200)
Web server (300)
Databases (400,700)
Search database (900)
pp; 15 DwgNo 1/7

Derwent Class: P36; T01; W04
International Patent Class (Main): A63B-071/06; A63F-013/00; **G06F-017/60** ; **G06F-019/00**

33/7/15 (Item 15 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
014254502 **Image available**
WPI Acc No: 2002-075202/200210
Securitizing of personal opinions in which players **can buy or sell intangible community units to show the strength of their opinions**
Patent Assignee: LAI A W (LAIA-I)
Inventor: LAI A W
Number of Countries: 093 Number of Patents: 002
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
WO 200184347	A1	20011108	WO 2000US22462	A	20000816	200210	B
AU 200067772	A	20011112	AU 200067772	A	20000816	200222	

Priority Applications (No Type Date): US 2000562610 A 20000501
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
WO 200184347	A1	E	28	G06F-017/00	

Designated States (National): AE AG AL AM AT AU AZ BA BB BG BR BY CA CH CN CR CU CZ DE DK DM DZ EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX NO NZ PL PT RO RU SD SE SG SI SK SL TJ TM TR TT TZ UA UG US UZ VN YU ZA ZW
Designated States (Regional): AT BE CH CY DE DK EA ES FI FR GB GH GM GR IE IT KE LS LU MC MW MZ NL OA PT SD SE SL SZ TZ UG ZW

AU 200067772 A G06F-017/00 Based on patent WO 200184347
Abstract (Basic): WO 200184347 A1

NOVELTY - Intangible commodity units (ICU) are defined, 101, the index of the **virtual game** currency called a xuxu is listed, 102, **users** are then allowed to buy or sell the ICUs, 103,104, if they consider them to be high or low and the **computer** system will match these requests, 105. The index fluctuates according to trading, 106, some **players** prosper, 107 and some lose, while prosperity is measured, 108 and the securitization of personal opinion model can securitize personal opinions and generate responsive **values** , 109. The system tracks the balance of each xuxu account and rewards participants regularly, 110.

DETAILED DESCRIPTION - INDEPENDENT CLAIMS are included for futures and stock model systems to securitize personal opinions.

USE - Securitizing personal opinions when trading in ICUs.

DESCRIPTION OF DRAWING(S) - The drawing is a flow chart of the securitizing of personal opinion model.
pp; 28 DwgNo 1/12
Derwent Class: T01
International Patent Class (Main): **G06F-017/00**
International Patent Class (Additional): **G06F-017/60**

33/7/16 (Item 16 from file: 350)
DIALOG(R)File 350:Derwent WPIX

012881769 **Image available**
WPI Acc No: 2000-053603/200004
Data comparison system for real time sports **statistical data with historical** sports **statistical data over client-server** network
Patent Assignee: WILLIAMS COMMUNICATIONS INC (WILL-N)
Inventor: BUCKLEY J; COCKRELL E; DAVIS J
Number of Countries: 024 Number of Patents: 005
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
WO 9961999	A1	19991202	WO 99US10762	A	19990514	200004	B
AU 9939951	A	19991213	AU 9939951	A	19990514	200020	
US 6182084	B1	20010130	US 9884760	A	19980526	200108	
EP 1080423	A1	20010307	EP 99923104	A	19990514	200114	
			WO 99US10762	A	19990514		
JP 2003517654	W	20030527	WO 99US10762	A	19990514	200344	
			JP 2000551331	A	19990514		

Priority Applications (No Type Date): US 9884760 A 19980526
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
WO 9961999	A1	E	20	G06F-017/18	
Designated States (National): AU CA JP SG					
Designated States (Regional): AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE					
AU 9939951	A			G06F-017/18	Based on patent WO 9961999
US 6182084	B1			G06F-017/30	
EP 1080423	A1	E		G06F-017/18	Based on patent WO 9961999
Designated States (Regional): AT BE CH CY DE DK ES FI FR GB GR IE IT LI LU MC NL PT SE					
JP 2003517654	W		18	G06F-017/30	Based on patent WO 9961999

Abstract (Basic): WO 9961999 A1
NOVELTY - A processor (40) coupled to data storage device of database and memory storing code for comparison system, executes the codes. Raw data is received and converted into first formatted data (FFD) which is routed to one database. The FFD is compared with historical data (HD) of another database to determine if a predetermined condition is met. Then the condition is notified to the client devices (60).
DETAILED DESCRIPTION - An INDEPENDENT CLAIM is also included for data comparison method.
USE - For comparing relative **sports** statistical data with historical **sports** data over client-server **network** which is used for post **game evaluation** , historical documentation, comparison between individual **players** and **teams** and individual accomplishment.
ADVANTAGE - Provides video statistical data and other **game** enhancements to the **sports fan** . Notifies each client when a new

record is created.
DESCRIPTION OF DRAWING(S) - The figure shows the block diagram of data comparison system.
Processor (40)
Client devices (60)
pp; 20 DwgNo 2/4
Derwent Class: T01
International Patent Class (Main): **G06F-017/18 ; G06F-017/30**

36/26,TI/1 (Item 1 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
017010898
WPI Acc No: 2005-335215/200535
Secure file updating method in distributed serverless environment, involves authenticating file updates having file hash value **based on directory** group members **so as to verify** user **message authentication codes**

36/26,TI/3 (Item 3 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
016368070
WPI Acc No: 2004-525977/200450
User **access controlling method for server content from information carrier** player **e.g. DVD** player **, involves comparing current parental control level with preset parental control level and** rating **level for authorizing access**

36/26,TI/4 (Item 4 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
015973650
WPI Acc No: 2004-131491/200413
Network **access restricting method for electronic device e.g. gaming device, involves determining location of** player **by** analyzing users **phone number and determining available service options if location is satisfied by** user

36/26,TI/5 (Item 5 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
015600790
WPI Acc No: 2003-662945/200362
Gaming apparatus for casinos, has controller to allow player **to select game from** user **- selectable options and cause generation of video image of selected game, and to determine** value **payout associated with game outcome**

36/26,TI/6 (Item 6 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
015534328
WPI Acc No: 2003-596478/200356
Program playback method in DVD players **, involves replacing subset of program, which fails to satisfy** user **preference, with alternative**

subset of program having rate **to meet** user **viewing preference content** rating **threshold**

36/26,TI/7 (Item 7 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
015487263
WPI Acc No: 2003-549410/200352
Game system for online network **game, has game parameter arithmetic circuit that computes game parameter** value **which fluctuates based on game action input by** player **character in each** user **terminal**

36/26,TI/8 (Item 8 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005 Thomson Derwent. All rts. reserv.
014740222
WPI Acc No: 2002-560927/200260
Information processor for electronic device diagnosis system, self diagnoses failed MD player **, and** analyzes **diagnosis result, based on which** user **inputs specific command into MD** player

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File   2:INSPEC 1969-2005/May W5
         (c) 2005 Institution of Electrical Engineers
File   8:Ei Compendex(R) 1970-2005/May W5
         (c) 2005 Elsevier Eng.  Info. Inc.
File  94:JICST-EPlus 1985-2005/Apr W3
         (c)2005 Japan Science and Tech Corp(JST)
File  95:TEME-Technology & Management 1989-2005/May W1
         (c) 2005 FIZ TECHNIK
File  99:Wilson Appl. Sci & Tech Abs 1983-2005/May
         (c) 2005 The HW Wilson Co.
File 144:Pascal 1973-2005/May W5
         (c) 2005 INIST/CNRS
File  35:Dissertation Abs Online 1861-2005/May
         (c) 2005 ProQuest Info&Learning
File  65:Inside Conferences 1993-2005/Jun W1
         (c) 2005 BLDSC all rts. reserv.
File  34:SciSearch(R) Cited Ref Sci 1990-2005/May W5
         (c) 2005 Inst for Sci Info
File 434:SciSearch(R) Cited Ref Sci 1974-1989/Dec
         (c) 1998 Inst for Sci Info
Set     Items   Description
S1    3724698   COMPUTER?
S2     316282   DATA()PROCESS???
S3    2175919   INTERNET OR NETWORK??
S4     677395   REALTIME OR REAL()TIME OR VIRTUAL
S5     896187   REPORTER? ? OR USER? ? OR VIEWER? ? OR FAN OR FANS
S6   10891157   ANALYZ? OR ANALYS?
S7    4079004   RATE? ? OR RATING? ?
S8    7084599   EVALUAT? OR VALUE? ? OR VALUING
S9     444365   GRADE? ? OR GRADING
S10   1948975   ASSESS? OR APPRAIS?
S11    182114   TEAM? ? OR PLAYER? ?
S12     19632   GROUP(2N)(MEMBER? ? OR PARTICIPANT? ?)
S13      7496   S1:S4 AND S5 AND S11:S12
S14      1714   S13 AND S6
S15       320   S13 AND S7
S16      1480   S13 AND S8
S17       465   S13 AND S9:S10
S18    135405   TEAM? ?
S19      2160   S14:S17 AND S18
S20       614   S5()S6
S21       614   S5()S7
S22      1604   S5()S8
S23       333   S5()S9:S10
S24        46   S13 AND S20:S23
S25        36   RD (unique items)
S26         9   S25/2002:2005
S27        27   S25 NOT S26
S28        27   Sort S27/ALL/PY,A
S29    206061   GAME OR GAMES OR SPORT OR SPORTS OR CONTEST? ? OR TOURNAME-
              NT? ?
S30        22   S17 AND S29
S31        22   S30 NOT S24
S32        17   RD (unique items)
S33         8   S32/2002:2005
S34         9   S32 NOT S33
```

S35	**9**	**Sort S34/ALL/PY,A**
S36	277	(S14:S16 AND S29) NOT (S24 OR S30)
S37	270	S14:S16(S)S29
S38	128	S36/2002:2005
S39	149	S36 NOT S38
S40	106	RD (unique items)
S41	17	S5/TI AND S40
S42	**17**	**Sort S41/ALL/PY,A**
S43	36	S29/TI AND S40
S44	30	S43 NOT S41
S45	30	RD (unique items)
S46	**30**	**Sort S45/ALL/PY,A**
S47	29	S4 AND S40
S48	18	S47 NOT (S41 OR S43)
S49	**18**	**Sort S48/ALL/PY,A**

28/7/7 (Item 7 from file: 2)
DIALOG(R)File 2:INSPEC
(c) 2005 Institution of Electrical Engineers. All rts. reserv.
4546742 INSPEC Abstract Number: C9401-7100-037
Title: ADGAME: an expert advisory system for playing a competitive business game
Author(s): Yangqing Duan; Edwards, J.S.; Robins, P.C.
Author Affiliation: Div. of Oper. & Inf. Manage., Aston Univ., Birmingham, UK
Conference Title: Proceedings of the First Singapore International Conference on Intelligent Systems (SPICIS '92). Intelligent Systems 2000 p.325-30
Publisher: Japan-Singapore A1 Centre, Singapore
Publication Date: 1992 Country of Publication: Singapore 638 pp.
Conference Sponsor: Nat. Comput. Board
Conference Date: 28 Sept.-1 Oct. 1992 Conference Location: Singapore
Language: English Document Type: Conference Paper (PA)
Treatment: Practical (P)
Abstract: In order to obtain some insight into the use of expert systems in decision making, a business game is selected as a simulated organizational environment. ADGAME is an expert advisory system for playing this competitive business game, which has been developed on the basis of another expert system called EXGAME. EXGAME was designed to play the business game itself with little **user** intervention, whereas ADGAME is intended to act an an advisor to help **users** (students) to manage the simulated company and not as a decision maker. ADGAME was used by both student **teams** and individual students when playing the business game in 1992. The intention of the experiments was to examine the effectiveness of an expert advisory system by comparing it with the performance of EXGAME, which in previous trails outperformed the (unaided) students by a considerable margin and also by surveying the **users** ' **evaluation** of it. The results of experiments indicated the positive effects of ADGAME on the **users** ' performance. (0 Refs) Subfile: C

28/7/10 (Item 10 from file: 2)
DIALOG(R)File 2:INSPEC
(c) 2005 Institution of Electrical Engineers. All rts. reserv.
5557830 INSPEC Abstract Number: C9705-6130B-109
Title: User **-centered development of a large-scale complex** networked

virtual **environment**
Author(s): Mastaglio, T.W.; Williamson, J.
Author Affiliation: Loral Federal Syst., Orlando, FL, USA
Conference Title: Human Factors in Computing Systems. CHI'95 Conference Proceedings p.546-52
Editor(s): Katz, I.R.; Mack, R.; Marks, L.; Rosson, M.B.; Nielsen, J.
Publisher: ACM, New York, NY, USA
Publication Date: 1995 Country of Publication: USA xx+598 pp.
ISBN: 0 89791 694 8 Material Identity Number: XX95-00912
U.S. Copyright Clearance Center Code: 0 89791 694 8/95/0005.$3.50
Conference Title: Proceedings of ACM Conference on Human Factors in Computing Systems
Conference Sponsor: ACM
Conference Date: 7-11 May 1995 Conference Location: Denver, CO, USA
Language: English Document Type: Conference Paper (PA)
Treatment: Practical (P)
Abstract: An integrated development **team** comprised of industry engineers, government engineers and **user** community representatives is developing a large-scale complex **networked virtual** environment for the US Army. The effort is organized into concurrent engineering **teams** who are responsible for each system component. Prototypical **users** , who are formally called a " **user** optimization **team** ", are an integral part of the development effort. The system under development is the Close Combat Tactical Trainer (CCTI). It is comprised of a **network** of simulators and workstations which interface with a **virtual** environment representing a real-world terrain. The nature of these systems requires **user** involvement in all phases of systems engineering, software development and testing. The development organization and the usability engineering approaches used are mosaics of engineering skills, knowledge and HCI techniques. (9 Refs)
Subfile: C

28/7/11 (Item 11 from file: 2)
DIALOG(R)File 2:INSPEC

5544643 INSPEC Abstract Number: C9705-0310P-003
Title: Proceedings SIGCPR'95. Personnel Research
Editor(s): Olfman, L.
Publisher: ACM, New York, NY, USA
Publication Date: 1995 Country of Publication: USA viii+262 pp.
ISBN: 0 89791 712 X Material Identity Number: XX95-00515
U.S. Copyright Clearance Center Code: 95/0004.$3.50
Conference Title: Proceedings SIGCPR'95. Personnel Research
Conference Sponsor: ACM
Conference Date: 6-8 April 1995 Conference Location: Nashville, TN, USA
Language: English Document Type: Conference Proceedings (CP)
Treatment: Practical (P)
Abstract: The following topics were dealt with: **computer** personnel research; group support systems facilitation; IS personnel ethics and cost estimation; end **user** / **analyst** interactions; IS personnel careers; gender issues and employment structures; teamwork; curriculum and learning issues; organizational issues; groupware; and individual and **team** issues.
Subfile: C

28/7/15 (Item 15 from file: 8)
DIALOG(R)File 8:Ei Compendex(R)

04792093 E.I. No: EIP97083789450
Title: Client/server technology and user - analyst **communications: A socio-technical perspective**
Author: O'Hara, Margaret T.; Kavan, C. Bruce
Corporate Source: Central Missouri State Univ, Warrensburg, MO, USA
Conference Title: Proceedings of the 1996 27th Annual Meeting of the Decision Sciences Institute. Part 2 (of 3)
Conference Location: Orlando, FL, USA Conference Date: 19961124-19961126
E.I. Conference No.: 46863
Source: Proceedings - Annual Meeting of the Decision Sciences Institute v 2 1996. Decis Sci Inst, Atlanta, GA, USA. p 865-867
Publication Year: 1996
CODEN: PAMSED
Language: English
Document Type: CA; (Conference Article) Treatment: G; (General Review)
Journal Announcement: 9710W2
Abstract: Client/server (C/S) technology is a major force in business. The issues and opportunities related to this technology have not yet been fully explored. This paper reports on two case studies of firms that recently completed C/S projects. Both projects were characterized by a high level of **user - analyst** interaction and communication. **Team** members (both IS and **users**) felt that their level of involvement in the projects was greater than in past projects done on mainframe-based systems. This paper explores the reasons for this increased involvement from both the analyst and the **user** perspectives using the Socio-Technical system framework. (Author abstract) 6 Refs.

28/7/18 (Item 18 from file: 2)
DIALOG(R)File 2:INSPEC

5863858 INSPEC Abstract Number: B9804-6150P-008, C9804-3370-008
Title: Multi- user rate **-based flow control: distributed game-theoretic algorithms**
Author(s): Altman, E.; Basar, T.
Author Affiliation: INRIA, Sophia Antipolis, France
Conference Title: Proceedings of the 36th IEEE Conference on Decision and Control (Cat. No.97CH36124) Part vol.3 p.2916-21 vol.3
Publisher: IEEE, New York, NY, USA
Publication Date: 1997 Country of Publication: USA 5 vol. 5067 pp.
ISBN: 0 7803 4187 2 Material Identity Number: XX98-00299
U.S. Copyright Clearance Center Code: 0 7803 4187 2/97/$10.00
Conference Title: Proceedings of the 36th IEEE Conference on Decision and Control
Conference Sponsor: IEEE Control Syst. Soc.; SIAM; Inst. Oper.Res. & Manage. Sci
Conference Date: 10-12 Dec. 1997 Conference Location: San Diego, CA, USA
Language: English Document Type: Conference Paper (PA)
Treatment: Theoretical (T)

Abstract: Flow and congestion control allow the **users** of a telecommunication **network** to regulate the traffic they send into the **network** according to the quality of service that they require. The flow control may be performed by the **network** , as is the case in ATM **networks** , or by the **users** themselves, as is the case in the **Internet** (TCP/IP). We consider in this paper both cases using optimal control techniques. For the first case, we obtain a formulation of a dynamic **team** problem. The second case is handled by dynamic non-cooperative game techniques. We establish the existence and uniqueness of a Nash equilibrium, and compute the corresponding performance measures and (dynamic) equilibrium policies. We further show that when the **users** update their policies in a greedy manner, not knowing a priori the utilities of the other **players** , their policies converge to the Nash equilibrium. (18 Refs) Subfile: B C

28/7/26 (Item 26 from file: 8)

DIALOG(R)File 8:Ei Compendex(R)

05778876 E.I. No: EIP01025508641

Title: A case study of virtual team **working in the European automotive industry**

Author: May, A.; Carter, C.

Corporate Source: HUSAT Research Inst, Loughborough, UK

Source: International Journal of Industrial Ergonomics v 27 n 3 2001. p 171-186*

Publication Year: 2001

CODEN: IJIEE5 ISSN: 0169-8141

Language: English

Document Type: JA; (Journal Article) Treatment: G; (General Review)

Journal Announcement: 0103W2

Abstract: This paper presents a case study based on some of the results of the **Team** -based European Automotive Manufacture (**TEAM**) project. **TEAM** investigated how advanced information technology and telecommunications (IT&T) could support co-operative working along the automotive engineering supply chain. Based on a **user** -requirements analysis, a software demonstrator was developed that incorporated video conferencing, shared whiteboard, application sharing and product data management tools. Workplace-based **user evaluations** took place with this demonstrator, involving approximately 40 engineers in four countries. A non-intrusive, **user** -centred evaluation approach encompassing real working during the product introduction process (PIP) was used. Results indicate the potential to increase the efficiency and the flexibility of working of distributed engineering **teams** , with potential time savings of between 10 and 50% for different stages in the PIP. In terms of cost savings, it was found that a potential overall saving of 20% in development time could increase sales volume by about pound 1 billion, and cut costs by about pound 90 million. Several human factors issues need careful management, in particular, the effect of legacy systems and data, the requirements for training and support and the impact on roles and the organisation. Finally, some basic requirements for a collaborative engineering environment are outlined. Relevance to industry - This paper addresses the technical and human factors infrastructural aspects of concurrent engineering, within a real context. Therefore, it is of direct relevance to companies either introducing or optimising a concurrent engineering philosophy. Copyright copyright 2001 Elsevier Science B.V. (Author abstract) 39 Refs.

35/7/1 (Item 1 from file: 2)
DIALOG(R)File 2:INSPEC

03505808 INSPEC Abstract Number: B89077494
Title: Evaluation of telecommunication systems with multiple criteria decision analysis: a game **theoretic approach**
Author(s): Seo, F.; Sakawa, M.
Author Affiliation: Kyoto Inst. of Econ. Res., Kyoto Univ., Japan
Conference Title: Information Technology: Social and Spatial Perspectives. Proceedings of an International Conference and its Impact on the Urban-Environmental System p.214-36
Editor(s): Orishimo, I.; Hewings, G.J.D.; Nijkamp, P.
Publisher: Springer-Verlag, Berlin, West Germany
Publication Date: 1988 Country of Publication: West Germany vi+268 pp.
ISBN: 3 540 50158 4
Conference Date: Nov. 1986 Conference Location: Toyohashi, Japan
Language: English Document Type: Conference Paper (PA)
Treatment: Theoretical (T)
Abstract: Examines multiple criteria decision analysis through **game**0 theory based on fuzzy multiattribute utility analysis. After constructing alternative integrated systems for existing individual communication **networks** , the process is conceptualised as an n-person cooperative **game** in which the payoff value is based on the incremental value of the fuzzy multiattribute utility function. In this context, each service is treated as a **player** participating in an integrated **network** (i.e. a coalition). Alternative outcomes are assumed via shadow prices providing inputs into the judgemental phase of the analysis. One interesting feature of their model is the way in which **user** benefits are **assessed** in terms of traffic potential through a redefinition of the gravity model. (17 Refs)
Subfile: B

35/7/3 (Item 3 from file: 35)
DIALOG(R)File 35:Dissertation Abs Online

01617313 ORDER NO: AAD98-14266
TECHNOLOGICAL CHANGE AND PROFESSIONALIZATION: THE EVOLUTION OF THE FOOTBALL VIDEO COORDINATOR (GAME FILMS, COMPUTERS , WOMEN)
Author: MCCORMICK, EILISH ANN
Degree: PH.D.
Year: 1997
Corporate Source/Institution: NORTHWESTERN UNIVERSITY (0163)
Source: VOLUME 58/11-A OF DISSERTATION ABSTRACTS INTERNATIONAL.
PAGE 4114. 577 PAGES
For nearly five decades football coaches employed **game** film as the primary method of analyzing their opponents and critiquing their own **teams** . In the mid-1980's, coaches turned to video and **computers** for these purposes. Each introduction of technology--film, video, **computer** --effected change in the way coaches prepared for **games** , in the resources universities allotted their football programs, and on the people who assisted coaching staffs.
This study examines technologically-driven change in the workplace, specifically **assessing** its impact on American Division I-A collegiate football programs and the circumstances surrounding the rise of a new

professional category--the video coordinator. It focuses on the **game** -analysis process coaches use to prepare for upcoming **contests** , chronicling the integration of various visual and **computer** technologies and the steps video coordinators took to formally organize themselves in their quest for occupational authority.

The results of this study indicate that within this context, a technological imperative exists wherein various characteristics of technology, such as its propensity to permeate environments, create a need for itself, adversely impact existing technologies, and affect relationships between variously competent **users** , took precedence over other environmental factors in the development of a new profession. Whereas previously football coaches were able to conduct **game** -analysis on their own, the introduction of these technologies fomented a shift to technology-savvy personnel for various **game** -analysis functions, people whose backgrounds may have had nothing to do with **sports** .

Using a qualitative methodology incorporating interviews, original documents, and personal narrative based on my experience as a video coordinator, this exploration serves as a case study of Northwestern University's football program, and radiates outward to encompass programs within the Big Ten and across the nation. As the first and only female video coordinator during the period under study, I have incorporated a feminist perspective in an effort to illuminate issues surrounding women working in male-dominated fields. I have endeavored to create an authentic voice and form of personal discourse with which to discuss the human impact of technology. Technology is often portrayed as sterile, empirical, impersonal, but is ultimately nothing but personal in the ways it touches our lives.

35/7/6 (Item 6 from file: 2)
DIALOG(R)File 2:INSPEC

6630671 INSPEC Abstract Number: C2000-08-0220-016
Title: Creating an effective training environment for enhancing telework
Author(s): Venkatesh, V.; Speier, C.
Author Affiliation: Robert H. Smith Sch. of Bus., Maryland Univ., College Park, MD, USA
Journal: International Journal of Human-Computer Studies vol.52, no.6 p.991-1005
Publisher: Academic Press,
Publication Date: June 2000 Country of Publication: UK
CODEN: IHSTEI ISSN: 1071-5819
SICI: 1071-5819(200006)52:6L.991:CETE;1-6
Material Identity Number: C261-2000-006
U.S. Copyright Clearance Center Code: 1071-5819/2000/060991+15$35.00/0
Language: English Document Type: Journal Paper (JP)
Treatment: Experimental (X)
Abstract: There is a growing need for research examining the effective implementation and management of teleworking as it is increasingly being used as an organizational work structure. The enhanced functionality of many information technologies facilitates the completion of work across geographically dispersed teleworkers while simultaneously providing a vehicle to overcome social isolation that has been viewed as an inhibitor of teleworker effectiveness. This research **assesses** two training methods that can be used to help teleworkers develop skill sets for using these technologies. The results suggest that using a **game** -based training method

facilitates the training process by increasing **users** ' intrinsic motivation, resulting in increased intention to use the technology. This can be particularly important in enhancing the effective completion of **team** and individual telework while at the same time providing a mechanism to minimize teleworkers' social isolation. (68 Refs) Subfile: C

42/7/10 (Item 10 from file: 35)
DIALOG(R)File 35:Dissertation Abs Online

01721399 ORDER NO: AADAA-I9955555
Mass media spectation and the social identity theory: A study of Chicago Cubs fans
Author: Easter, Eric Richard Marvin
Degree: Ed.D.
Year: 1999
Corporate Source/Institution: University of Northern Colorado (0161)
Adviser: Dianna Gray
Source: VOLUME 60/12-A OF DISSERTATION ABSTRACTS INTERNATIONAL.
PAGE 4363. 128 PAGES

Two major concerns for **sport** practitioners and **sport** managers are understanding consumers' behaviors and understanding consumers' consumption of **sport** and **sport** related products. As the content areas of group association, social identity, spectation, and media proliferation would indicate, there exists both (a) a need to understand the differences between the means and frequency of spectator observance of sporting events and the levels of perceived **team** association and (b) a need to understand the differences between the means and frequency of spectator observance of sporting events and displayed social identity traits. The purpose of this study was to **analyze** the use of mass media as a method of spectation for Chicago Cubs' baseball **games** and how these varying methods and frequency of spectation (TV, Radio/ **Internet** Radio, or In-Person) affected the levels of perceived **team** association and social identity traits displayed by the spectators. **Fans** of the Chicago Cubs were chosen as subjects because of the availability of spectation of Cubs' **games** and the history and popularity of the Chicago Cubs. Participants were recruited using America On-Line, **Internet** message boards, and **Internet** ListServs. A web site was constructed to host the **Sport** Spectator **Analysis** Questionnaire (SSAQ). The SSAQ combined Wann and Branscombe's **Sport** Spectator Identification Scale with questions regarding method and frequencies of spectation, questions regarding past and future Cubs' events, and demographic questions. A sample of 308 Chicago Cubs **fans** responded to the SSAQ on line. An **analysis** of the results implies that there were no significant differences in either (a) levels of **team** association of the subjects or (b) displayed social identity traits by the subjects due to the method of spectation. These results indicate that mass media spectators show similar levels of emotional attachment to the Chicago Cubs as do in person spectators. This investigation also revealed a positive correlation between number of **games** spectated by the subjects and their levels of **team** association, supporting past literature. However, further **analysis** into subjects' total number of **games** spectated revealed no differences due to displayed social identity traits by the subjects. This finding was contradictory to both past literature and additional results discovered in this study. Understanding that "Die-Hard" **sports** **fans** are not exclusive to in person

spectators provides **sport** practitioners and **sport** managers a much larger potential consumer audience.

42/7/13 (Item 13 from file: 144)
DIALOG(R)File 144:Pascal

14767872 PASCAL No.: 00-0446882
End user **specification of RoboCup** teams
RoboCup-99 : robot soccer world cup III : Stockholm, 27 July 6 August 1999
SCERRI P; YDREN J
VELOSO Manuela, ed; PAGELLO Enrico, ed; KITANO Hiroaki, ed
Real-time Systems Laboratory, Department of Computer and Information Science, Linkoepings Universitet, 581 83 Linkoeping, Sweden; Institute for Computer Science, Linkpings Universitet, Sweden
Robot world cup soccer games and conference, 3 (Stockholm SWE) 1999-07-27
Journal: Lecture notes in computer science, 2000, 1856 450-459
ISBN: 3-540-41043-0 ISSN: 0302-9743 Availability: INIST-16343; 354000090086740380
No. of Refs.: 4 ref.
Document Type: P (Serial); C (Conference Proceedings) ; A (Analytic)
Country of Publication: Germany; United States
Language: English
Creating complex agents for simulation environments has long been the exclusive realm of AI experts. However it is far more desirable that experts in the particular application domain, rather than AI experts, are empowered to specify agent behavior. In this paper an approach is presented that allows domain experts to specify the high-level **team** strategies of agents for RoboCup. The domain experts' specifications are compiled into behavior based agents. The 1999 RoboCup World Cup provided an interesting basis for **evaluation** of the approach. We found that for RoboCup it is not necessary to allow a **user** to change low level aspects of the agents' behavior in order for them to create a range of different, interesting **teams**. We also found that the modular nature of behavior based architectures make them an ideal target architecture for compiling enduser specifications.

42/7/17 (Item 17 from file: 94)
DIALOG(R)File 94:JICST-EPlus

04912225 JICST ACCESSION NUMBER: 01A0731007 FILE SEGMENT: JICST-E
A System for Supporting Group Work with a Sensing Board and Analyses **of** Users **' Behaviors.**
NAITO HIROSHI (1); KASHIWABARA NAMI (2); KUSUNOKI FUSAKO (2); SUGIMOTO MASANORI (3); HASHIZUME HIROMICHI (4)
(1) Tokyo Inst. of Technol.; (2) Tama Univ. of Arts; (3) Univ. of Tokyo ; (4)Ministry of Education, Culture, Sports, Sci. and Technol., National Inst. Informatics, JPN
Joho Shori Gakkai Kenkyu Hokoku, 2001, VOL.2001,NO.58(GI-6), PAGE.1-7, FIG.7, REF.2
JOURNAL NUMBER: Z0031BAO ISSN NO: 0919-6072
UNIVERSAL DECIMAL CLASSIFICATION: 65.012.122:519.83 658.52
LANGUAGE: Japanese COUNTRY OF PUBLICATION: Japan

DOCUMENT TYPE: Journal
ARTICLE TYPE: Original paper
MEDIA TYPE: Printed Publication
ABSTRACT: When we work in a group setting, each of us interacts with others, such as exchanging our own opinions or collaborating with each other. In this case, it is important for each **group member** to understand not only his own character, but also others' ones. However, characters of members are not always reflected on their own behaviors in a group work, when they are not good at externalizing their opinions. In this paper, a system for capturing **users** ' behaviors in a group work by using a sensing board is proposed. The system allows **users** to play a simple **game** , and records patterns of their behaviors. We have designed a **game** , which enhances behaviors of each **user** originated from his own characters, and collaboration and competition among them. The system is used for making a character of each **user** explicit for supporting group works. (author abst.)

46/7/15 (Item 15 from file: 94)
DIALOG(R)File 94:JICST-EPlus

03567921 JICST ACCESSION NUMBER: 98A0537523 FILE SEGMENT: JICST-E
Development of a system for collection and transmission of information on table tennis tactics in actual fighting matches. Practice of a game analysis **using a** computer **in the project of the reinforcement committee of the Japan Table Tennis Association.**
YOSHIDA KAZUTO (1); USHIYAMA YUKIHIKO (2); HIRUTA SHUICHI (3); INOUE SHIN'ICHI (4); MAEHARA MASAHIRO (5); NOHIRA TAKAO (5); OGIMURA ICHIRO (5)
(1) Shizuoka Univ., Fac. of Educ.; (2) Niigata Univ.; (3) Nagoya Univ.; (4) Saga Univ.; (5) Nihontakkyukyo
Shizuoka Daigaku Kyoiku Gakubu Kenkyu Hokoku. Shizen Kagakuhen(Bulletin of the Faculty of Education, Shizuoka University. Natural Sciences Series) , 1998, NO.48(1997), PAGE.101-110, FIG.15, REF.11
JOURNAL NUMBER: S0146ABS ISSN NO: 0286-7311
UNIVERSAL DECIMAL CLASSIFICATION: 681.3.02+
LANGUAGE: Japanese COUNTRY OF PUBLICATION: Japan
DOCUMENT TYPE: Journal
ARTICLE TYPE: Original paper
MEDIA TYPE: Printed Publication
ABSTRACT: When a coach advises a **player** in table tennis, it is very rare for a coach to indicate the data collected in the **game** to confirm his mention. The purpose of this study was to develop a system for the **analysis** of a table tennis **game** using a **computer** in order to exchange information efficiently between a coach and a **player** during the intervals between **games** . This system was made to record the coach's **evaluation** of their **player** 's tactics under the "ideal tactics model to beat", indicated by the reinforcement committee of the Japan Table Tennis Association, and to output them immediately. The results are summarized as follows: 1) The coach could give detailed and efficient information to the **player** in a short time by using this system. 2) On the condition that the **player** and the coach both understood the view of the output result exactly, this system was considered to have reached the stage for practical use in a field. 3) To develop other **game analysis** for defensive **players** (e. g. choppers) is the subject for a future study. (author abst.)

46/7/19 (Item 19 from file: 94)
DIALOG(R)File 94:JICST-EPlus

04208474 JICST ACCESSION NUMBER: 99A0590756 FILE SEGMENT: JICST-E
Personified game **playing support system.**
ONISAWA TAKEHISA (1); DATE DAISUKE (2)
(1) Tsukubadai Kinokogakukei; (2) NEC Corp.
Ningen Kogaku(Japanese Journal of Ergonomics), 1999, VOL.35,NO.3,
PAGE.157-167, FIG.12, TBL.8, REF.11
JOURNAL NUMBER: S0258AAF ISSN NO: 0549-4974
UNIVERSAL DECIMAL CLASSIFICATION: 681.51:007.51
LANGUAGE: Japanese COUNTRY OF PUBLICATION: Japan
DOCUMENT TYPE: Journal
ARTICLE TYPE: Original paper
MEDIA TYPE: Printed Publication
ABSTRACT: This paper implements a personified card memory **game** playing support system. Personification is defined as follows: (1) Emotion is expressed through a personified face according to situations, (2) a hint is given to a human **player** through personified facial expression, and (3) the support system sometimes makes an error. The support system consists of three parts; (a) a card memory part, (b) an emotion inference part, and (c) a face expression part. The support system does not necessarily memorize a card position and a card number and makes an error about the card position according to the error **rate** estimated by the card memory part. The fuzzy inference technique is used in the estimation of the error **rate** . The emotion inference part estimates the degree of emotions, i.e., happiness, sadness, anger, disgust, surprise and fear, according to the following situations: (i) The support system gives a hint to a human **player** , (ii) a human **player** opens a card, (iii) a **game** trial of an opponent is ended, where the enemy **player** is considered as a mimic competitor, and (iv) a **game** is over. Situations are represented by fuzzy sets and the fuzzy inference technique is also used in the emotion inference part. The face expression part expresses a face according to the estimated degree of emotion. This part uses neural **network** models which are learned by the use of questionnaire data about the relationship between the degree of emotion and the position of each feature in a face. Simulation experiments of a card memory **game** are performed by 14 subjects using the presented personified support system. Questionnaire results show the usefulness of personification: Subjects ask a hint easily by the use of facial expressions. In fact, the number of hints to be asked becomes larger in personification than in non-personification. Some problems, however, are pointed out: It is sometimes hard to understand facial expressions. This needs further investigation. (author abst.)

49/7/2 (Item 2 from file: 35)
DIALOG(R)File 35:Dissertation Abs Online

1079368 ORDER NO: AAD89-10817
THINKING GOES TO THE BALLPARK: BASEBALL COGNITION AND ITS DEVELOPMENT
Author: SEARSON, MICHAEL PATRICK
Degree: PH.D.

Year: 1989
Corporate Source/Institution: RUTGERS UNIVERSITY THE STATE U. OF NEW JERSEY (NEWARK) (0461)
DIRECTOR: ADRIENNE E. HARRIS
Source: VOLUME 50/07-B OF DISSERTATION ABSTRACTS INTERNATIONAL. PAGE 3139. 401 PAGES

Baseball is offered as a rich source for the investigation of cognitive processing. This orientation follows the lead of the current Practical Cognition movement. Previously, with a few exceptions, baseball has been **analyzed** from a physical perspective, by physicists and biomechanical researchers. Such an approach, it is argued, is a remnant of mind-body dualism. Psychological research that supports the treatment of baseball from cognitive and developmental positions is presented.

Subjects used in the study fall into two general categories: adults, 18 years or older, and children, with age groups of 5-6, 9-10, and 13-14. In some studies, adult subjects are broken into three groups: Low Knowledge subjects (those with little baseball knowledge); **Players** (those with a good deal of playing experience) and **Fans** (those who have minimal playing experience, but view the **game** often). (In one study, **Players** and **Fans** are combined into a single group, designated as High Knowledge subjects.)

Five studies were conducted to explore (1) the ontology of a baseball epistemology; (2) the development of a baseball cognition; and, (3) whether dual epistemological models, borrowed from philosophers such as Ryle ("knowing how" vs. "knowing that"), can serve as viable research paradigms. One study, the Five-Second recall task, based on DeGroot's chess research, utilized videotaped clips from actual baseball **games** . Two studies investigated the construction of some elements of baseball knowledge: its rules (the Out) and its mechanics (Batting). A fourth study explored the processing of one aspect of high level baseball cognition--strategy. A fifth study compared the on-line processing of baseball experts-- **Fans** and **Players** --as they played the role of an announcer of a videotaped baseball **game** .

The overall results indicate (1) that the **Players** ' cognitive expertise lies primarily in their use of a superior working cognition, which allows them to efficiently process **real** - **time** baseball events: (2) that the development of baseball cognition can be mapped onto other existing developmental models, e.g., Piaget's and Vygotsky's; and, (3) although the evidence in this study is not clear-cut, the avenue for exploring dual epistemologies within the same knowledge domain (e.g. **Players** and **Fans** in baseball) should remain open.

49/7/9 (Item 9 from file: 2)
DIALOG(R)File 2:INSPEC

6243948 INSPEC Abstract Number: C1999-06-0240-004
Title: Information flow and development of coordination in distributed supervisory control teams
Author(s): Caldwell, B.S.; Everhart, N.C.
Author Affiliation: Dept. of Ind. Eng., Wisconsin Univ., Madison, WI, USA
Journal: International Journal of Human-Computer Interaction vol.10, no.1 p.51-70
Publisher: Ablex Publishing,
Publication Date: 1998 Country of Publication: USA
CODEN: IJHIEC ISSN: 1044-7318
SICI: 1044-7318(1998)10:1L.51:IFDC;1-G

Material Identity Number: O710-1999-001
Language: English Document Type: Journal Paper (JP)
Treatment: Experimental (X)
Abstract: Examines the information flow between members of a new task **team** conducting a distributed supervisory control task. The emphasis was on the effects of information presentation and message transmission delays on the development of effective information flow among human operators. The project focused on the earliest stages of **team** performance to explore how **teams** refine distributed task coordination. The simulation was a distributed navigation task based on the Spectre VR/sup TM/ **computer game** . **Teams** of three [an "out the window" (OTW) observer, a "long-range radar" observer and a driver without direct visual information] were required to navigate a vehicle in a potentially hostile dynamic environment containing obstacles and moving hazards. The goal was to accumulate points by capturing flags. Information presentation was manipulated through standard **game** selections of wireframe vs. filled polygon graphics rendering and the optional presentation of hints about visible objects to the OTW observer. Message transmission between the observers and the driver was manipulated through changing communication baud **rates** between **computers** . The number of words exchanged between observers and the driver was a significant covariate affecting **team** performance. Presentation of hints negatively affected the **team** 's total score. The interaction of graphics shapes and hints also affected the total score. These results are discussed in terms of shared mental models and information exchange needs to support coordinated task performance implications for future **team** -based human-system interface designs. (29 Refs) Subfile: C
Copyright 1999, IEE

49/7/12 (Item 12 from file: 2)
DIALOG(R)File 2:INSPEC
(c) 2005 Institution of Electrical Engineers. All rts. reserv.
6853463 INSPEC Abstract Number: C2001-04-6130V-005
Title: Adaptive behavior for cooperation: a virtual **reality application**
Author(s): Sanza, C.; Panatier, C.; Luga, H.; Duthen, Y.
Author Affiliation: IRIT, Univ. Paul Sabatier, Toulouse, France
Conference Title: 8th IEEE International Workshop on Robot and Human Interaction. RO-MAN '99 (Cat. No.99TH8483) p.76-81
Publisher: IEEE, Piscataway, NJ, USA
Publication Date: 1999 Country of Publication: USA xxix+430 pp.
ISBN: 0 7803 5841 4 Material Identity Number: XX-2001-00005
U.S. Copyright Clearance Center Code: 0 7803 5841 4/99/$10.00
Conference Title: 8th IEEE International Workshop on Robot and Human Interaction. RO-MAN '99
Conference Sponsor: Scuola Superiore S.Anna; Robotics Soc. Japan; IEEE Ind. Electron. Soc.; IEEE Robotics & Autom. Soc.; Soc. Instrum. & Control Eng.; New Technol. Found
Conference Date: 27-29 Sept. 1999 Conference Location: Pisa, Italy
Language: English Document Type: Conference Paper (PA)
Treatment: Experimental (X)
Abstract: We present a behavioral system based on artificial life for animating actors in a **virtual** reality application. Through a **virtual** soccer **game** , we show how a set of autonomous **players** (called agents) can cooperate and communicate to perform common tasks. The **user** is immersed in the **game** . He/she interacts with the other agents and is integrated in the cooperation and communication systems. Every entity reads

in **real - time** by using a classifiers system which is composed of a set of binary rules and a reward system. The originality of such method is the ability to build a behavior (by emergence) without initial knowledge. The **analysis** of the simulation gives interesting results: after convergence, the global behavior of the **teams** produces coherent movements. Moreover, the introduction of disturbances does not affect the performances of the classifiers system. (18 Refs) Subfile: C

49/7/17 (Item 17 from file: 2)

DIALOG(R)File 2:INSPEC

6704330 INSPEC Abstract Number: C2000-10-6130M-076

Title: Supporting audience and player interaction during interactive media performances

Author(s): Sgouros, N.M.

Author Affiliation: Dept. of Inf., Piraeus Univ., Greece

Conference Title: 2000 IEEE International Conference on Multimedia and Expo. ICME2000. Proceedings. Latest Advances in the Fast Changing World of Multimedia (Cat. No.00TH8532) Part vol.3 p.1367-70 vol.3

Publisher: IEEE, Piscataway, NJ, USA

Publication Date: 2000 Country of Publication: USA 3 vol. xxxv+17778 pp.

ISBN: 0 7803 6536 4 Material Identity Number: XX-2000-01992

U.S. Copyright Clearance Center Code: 0 7803 6536 4/2000/$10.00

Conference Title: Proceedings of International Conference on Multimedia and Expo

Conference Date: 30 July-2 Aug. 2000 Conference Location: New York, NY, USA

Language: English Document Type: Conference Paper (PA)

Treatment: Practical (P)

Abstract: Recent advances in Web-based multimedia technologies encourage the staging of interactive media performances that allow multiple **users** to view or participate in an event in **real time** . This research provides a novel, distributed interaction framework that supports audience and **player** interaction during interactive media performances. More specifically, this framework **allows multiple users to participate in the performance either as players or spectators and exchange messages that describe player actions or audience reactions, respectively**. In addition, the framework monitors the development of the performance and the behavior of the participants and executes a set of multimedia effects that seek to maintain a high degree of audience involvement in the event. Finally, the framework synchronizes the appearance of audience reactions with performance developments at each site based on the number and **rate** of **player** actions. This method has been applied and tested in MISSION, a multi- **player game** on the Web. (5 Refs) Subfile: C

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File   9:Business & Industry(R) Jul/1994-2005/Jun 06
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         (c) 2005 CMP Media, LLC
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         (c) 2005 IDG Communications
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         (c) 2005 ProQuest Info&Learning
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         (c) 2005 The Gale Group
File  88:Gale Group Business A.R.T.S. 1976-2005/Jun 08
         (c) 2005 The Gale Group
Set     Items   Description
S1    8210143   COMPUTER?
S2     354554   DATA()PROCESS???
S3    9434891   INTERNET OR NETWORK??
S4    6218602   REPORTER? ? OR USER? ? OR VIEWER? ? OR FAN OR FANS
S5    6622113   ANALYZ? OR ANALYS?
S6    6893758   RATE? ? OR RATING? ?
S7    7775794   EVALUAT? OR VALUE? ? OR VALUING
S8     831871   GRADE? ? OR GRADING
S9    1681214   ASSESS? OR APPRAIS?
S10   4671181   TEAM? ? OR PLAYER? ?
S11    144557   GROUP(2N)(MEMBER? ? OR PARTICIPANT? ?)
S12   3027736   GAME OR GAMES OR CONTEST? ? OR SPORT OR SPORTS OR TOURNAME-
              NT? ?
S13      5703   S4()S5
S14      6943   S4()S6
S15      5831   S4()S7
S16      1161   S4()S8:S9
S17   3289774   TEAM? ?
S18        40   S13:S16(3W)S17
S19        22   RD (unique items)
S20         4   S19/2002:2005
S21        18   S19 NOT S20
S22         4   S21(S)S1
S23         0   S21(S)S2
S24         1   S21(S)S3
S25        18   S21(S)S4
S26         5   S22:S24
```

S27 13 S21 NOT S26
S28 13 Sort S27/ALL/PD,A [not relevant]
S29 19466 S13:S16
S30 1322 S1(S)S29
S31 44 S2(S)S29
S32 3012 S3(S)S29
S33 4067 S30:S32 NOT S18
S34 153 S33(S)S12
S35 11 S17(S)S34
S36 8 RD (unique items)
S37 142 S34 NOT S35
S38 73 RD (unique items)
S39 14 S38/2002:2005
S40 59 S38 NOT S39
S41 19 S12/TI,DE,AB AND S40
S42 19 Sort S41/ALL/PD,A
S43 40 S40 NOT S41
S44 40 Sort S43/ALL/PD,A

26/3,K/2 (Item 2 from file: 16)
DIALOG(R)File 16:Gale Group PROMT(R)
(c) 2005 The Gale Group. All rts. reserv.
05884038 Supplier Number: 53068775 (USE FORMAT 7 FOR FULLTEXT)
Williams ChoiceSeat(TM) Advances to the National League Championship Series in San Diego's Qualcomm Stadium; Smart Seats Revolutionize Spectator Sports.
PR Newswire, p8231
Oct 8, 1998
Language: English Record Type: Fulltext
Document Type: Newswire; Trade
Word Count: 653
... and strategy of baseball. It certainly doesn't hurt that, in the process of enhancing **fan value** , the **team** and its constituencies benefit from multimedia concessions, merchandising, interactive advertising and information," explains Barry Goldberg...

...of the best, the most compelling, and certainly the most fun example of television and **computer** convergence."
The San Diego Padres organization is the first playoff team to offer ChoiceSeat(TM...

26/3,K/3 (Item 1 from file: 148)
DIALOG(R)File 148:Gale Group Trade & Industry DB
(c)2005 The Gale Group. All rts. reserv.
07202531 SUPPLIER NUMBER: 15077024 (USE FORMAT 7 OR 9 FOR FULL TEXT)
High-speed teams get Lend Lease Trucks rolling. (project management teams conduct successful system conversion)
Child, Elizabeth
Journal of Systems Management, v45, n1, p18(4)
Jan, 1994
ISSN: 0022-4839 LANGUAGE: ENGLISH RECORD TYPE: FULLTEXT; ABSTRACT
WORD COUNT: 3058 LINE COUNT: 00245
ABSTRACT: Lend Lease Trucks Inc has successfully converted its outdated mainframe system to a new **networked** system with the help of its information services consultant, Information Solutions Group (ISG). Lend

Lease...
...members were recruited from inside and outside the company and included Land Lease managers, operational **users** , **analysts** and programmers. Each **team** was assigned to a specific track, including technology, billing applications, financial applications, data conversion and...

26/3,K/4 (Item 1 from file: 275)
DIALOG(R)File 275:Gale Group Computer DB(TM)
(c) 2005 The Gale Group. All rts. reserv.
01668500 SUPPLIER NUMBER: 15042152 (USE FORMAT 7 OR 9 FOR FULL TEXT)
Growth for life. (NatWest Life's management information systems)
Bray, Paul
Which Computer?, v17, n1, p26(3)
Jan, 1994
ISSN: 0140-3435 LANGUAGE: ENGLISH RECORD TYPE: FULLTEXT; ABSTRACT
WORD COUNT: 1232 LINE COUNT: 00094
... can find out what they actually do, instead of just reading the procedure manual."
Each **user** **analysis** **team** give presentations to their own managers and the IT analysts, setting out what they have...
...the roles of customers and staff. Effectively, this amount to prototyping the applications without using **computers** , and it takes away a lot of the apprehension that users traditionally experience when workflow...

36/3,K/8 (Item 1 from file: 15)
DIALOG(R)File 15:ABI/Inform(R)
(c) 2005 ProQuest Info&Learning. All rts. reserv.
01763956 04-14947
If we all want it, why can't we have it? Replay officiating as a PR issue for the NFL
Swain, William N
Public Relations Quarterly v43n4 PP: 10-17 Winter 1998/1999
ISSN: 0033-3700 JRNL CODE: PRQ
WORD COUNT: 5312
...TEXT: Booth, 1998).
Discussion: What May Move NFL Owners Towards Replay Officiating? What may move NFL **team** owners to approve instant replay, or any other proposal, is its contribution to future revenues...
...comes from the appeal of the product to large numbers of people - people who attend **games** , and the much greater numbers of people who constitute the television audience advertisers pay money to reach. Often, those people are watching **teams** to which they have no deep loyalty because they enjoy watching the **sport** , but they see in- **game** advertisements, just the same. Television **networks** and the NFL in 1998 signed a $17.6 billion eight-year contract (Bennington, 1998...
...football broadcast contracts to draw that audience and thus to draw advertising revenues. Boredom in **sports** spectacle must be avoided at all costs, and **game** delays are boring; but what other values do **sports** fans hold dear about live **games** and telecasts of **games** ? In the large numbers that generate revenues for NFL football, **networks** , and advertisers, do **fans** **value** fairness, or accuracy, or justice? There is research evidence suggesting that a primary factor in fan enjoyment of athletic **contests** is the success of the **team** to which the fan has established a loyalty (Zillmann, Bryant, & Sapolsky, 1979). That theory would have us be

delighted to see our favorite **team** beat the other by a lopsided score, enjoying that kind of **contest** more than a close **contest** in which the issue remained in doubt until the end. Other research has suggested that we respond better to a **contest** in which we perceive genuine animosities rather than camaraderie between the combatants (Bryant, Brown, Comisky... ...ways in which media have changed our perceptions and our expectations as an audience for **sports** spectacle. For example, has **sports** spectacle become so pervasive, offering so many **contests** between **teams** to which we have not developed a deep loyalty that our greater commitment is to the **game** ? Are we so jaded by television **network** fare that televised **sports contests** are the only real, live drama available? Has **sports** spectacle ceased to become fantasy and become the reality we live vicariously? Both the $17...
...dish services to market product based on its ability to deliver more than a dozen **games** a weekend suggest that fan interest in viewing football telecasts is broader than loyalties to particular **teams** . Gan, Tuggle, Mitrook, Coussement & Zillmann (1997) found that, among basketball telecast spectators with no deep loyalty to the contesting **teams** , suspense and disposition to favor the winning **team** (or "rooting") enhanced enjoyment of a **game** . They also identified a tendency among males to root for the underdog in such televised **contests** . If the **game** spectacle has become the message, and if audiences are apt to form rooting affinities for some **team** in any or every **contest** of a **sport** they like, how does that change the way we view such qualities in the **game** as fairness, justice, accuracy, a chance for the underdog, and proper exercise of authority? If the audience for televised **sports** spectacle, has, over time, cultivated a taste for those values, then instant replay officiating, without...

36/7/2 (Item 1 from file: 16)
DIALOG(R)File 16:Gale Group PROMT(R)

06659181 Supplier Number: 55851871 (THIS IS THE FULLTEXT)
A League of Your Own.(Product Announcement)
Yang, S. Jae
PC Magazine, p215
Oct 19, 1999
TEXT:
Baseball fans analyze and argue **game** statistics to no end. With the emergence of fantasy leagues on the **Internet** , rabid fans can use these stats to manage their own virtual **teams** . Picking a **team** isn't easy; you must stay under predetermined salary caps. Ideally, you'll select players who come cheap but end up playing great. Expensive sluggers can be risky: You never know when they'll have an off season.

CBS SportsLine USA Baseball Challenge

(www.cbs.sportsline.com) and Netscape Home Run Mania by SportsLine USA (www .baseball21.commissioner.com/mp/splash/home?product=mania)

SportsLine USA created two free fantasy baseball services. In Netscape Home Run Mania you choose a team of nine sluggers (one at each position). Each week you simply tally up their home run counts. At stake are a $5,000 grand prize and a $100 weekly prize.

The SportsLine USA Baseball Challenge lets you draft and track 14 players. SportsLine USA paid close attention to the subtle details that enhance fantasy managing. For example, there's a live scoring applet that keeps track of your players' performance in real time.

CNN/Sports Illustrated Fantasy Central
(www.baseball.cnnsi.com) Three fantasy leagues make up this site. Coach's Quest Baseball 99 is a fee-based league for serious fantasy buffs. It offers prizes, such as $1,000 gift certificates from Steiner Sports Memorabilia. The two free leagues at the site are General Manager Full Season Baseball 99 and General Manager Mid-Season Baseball 99.
ESPN Baseball Challenge 99
(games.espn.go.com) Use scouting reports and injury updates to pick a team. Prizes include a sports junkie's dream: a Sony big-screen television. The only drawback in ESPN.com's fantasy baseball is that you do not get to choose a pitcher, which takes an important element away from the game.

42/3,K/7 (Item 7 from file: 47)
DIALOG(R)File 47:Gale Group Magazine DB(TM)

03397222 SUPPLIER NUMBER: 08542324 (USE FORMAT 7 OR 9 FOR FULL TEXT)
All the scores, and much more, via your modem.
Ross, Matthew J.
PC Magazine, v9, n12, p506(2)
June 26, 1990
ISSN: 0888-8507 LANGUAGE: ENGLISH RECORD TYPE: FULLTEXT
WORD COUNT: 763 LINE COUNT: 00058
... for him to get back on-line and make his next move.
Access to the **Sports** Center is available through either the Tymnet or Telenet data net-works, through an 800 service offered by the **Sports** Center, or by dialing directly. Usage rates vary according to time of connection and method used. Tymnet and Telenet **user rates** are $4.95 per hour after 6 P.M. and $14.95 during business hours, plus the **network** 's carrying charge. Direct-dialing costs $3.95 per hour plus the price of a...
...DESCRIPTORS: **Sports** --

42/3,K/14 (Item 14 from file: 148)
DIALOG(R)File 148:Gale Group Trade & Industry DB

11590685 SUPPLIER NUMBER: 55937371 (USE FORMAT 7 OR 9 FOR FULL TEXT)
If we all want it, why can't we have it? Replay officiating as a PR issue for the NFL.(includes related article on online activism targeted at Budweiser)(National Football League)
Swain, William N.
Public Relations Quarterly, 43, 4, 10(8)
Winter, 1998
ISSN: 0033-3700 LANGUAGE: English RECORD TYPE: Fulltext; Abstract
WORD COUNT: 6112 LINE COUNT: 00498
...ABSTRACT: replay officiating involves the use of video technology to replay a particular play during the **game** to enhance officiating decisions. It was introduced by NFL in 1986 but was later abandoned...
... games? In the large numbers that generate revenues for NFL football, networks, and advertisers, do **fans value** fairness, or accuracy, or justice?
There is research evidence suggesting that a primary factor in...
...DESCRIPTORS: **Sports** officiating
NAICS CODES: 711211 **Sports** Teams and Clubs

42/3,K/15 (Item 15 from file: 16)
DIALOG(R)File 16:Gale Group PROMT(R)

06353941 Supplier Number: 54682141 (USE FORMAT 7 FOR FULLTEXT)
Inland Entertainment Corp.'s Gambling Portal Site www.LasVegasatHome.com to Feature Predict It Inc.'s User-Generated Sports Prediction Content.
Business Wire, p0209
May 20, 1999
Language: English Record Type: Fulltext
Document Type: Newswire; Trade
Word Count: 504
... environment."

Predict It Inc. is a leading provider of user-generated prediction services on the **Internet** . The innovative patent-pending system objectively measures, identifies and ranks **users** (" **analysts** ") based on their prediction performance in event categories such as **sports** , finance, politics and entertainment. The Predict It system then compensates these analysts whenever other Predict...
...Predict It directly via its Web site at www.predictit.com or through its large **network** of **sports** , community and news content sites.

"We are very excited by our new affiliation with Inland...

42/3,K/16 (Item 16 from file: 16)
DIALOG(R)File 16:Gale Group PROMT(R)

06777993 Supplier Number: 57155421 (USE FORMAT 7 FOR FULLTEXT)
Predict It, Inc. Announces The Sportal Network to Distribute Sporting Predictions on Scrum.com; Agreement demonstrates international appeal of Predict It Sports .
Business Wire, p1315
Nov 3, 1999
Language: English Record Type: Fulltext
Document Type: Newswire; Trade
Word Count: 544
... France.

Predict It, Inc. is the leading distributor of user-generated predictive content on the **Internet** . The innovative patent-pending prediction exchange system objectively measures, identifies, and ranks **users** (" **analysts** ") based on their prediction performance in event categories such as **sports** , finance, politics, and entertainment. The Predict It system then compensates its "analysts" when other users...
...Predict It directly via its web site at www.predictit.com or through its large **network** of **sports** , finance, news, portal, and community content sites. Predict It is based in New York's...

44/6/11 (Item 11 from file: 635)
1079078 00-47535
Predict It, Inc. Appoints Two Senior Executives.
PUBL DATE: 990615
WORD COUNT: 518

44/6/13 (Item 13 from file: 635)

1082815 00-52679
Predict It, Inc. Acquires Virtual Stock Exchange Inc.
PUBL DATE: 990701
WORD COUNT: 700

44/6/15 (Item 15 from file: 16)
06544444 Supplier Number: 55373074 (USE FORMAT 7 FOR FULLTEXT)
Predict It Enters Into Distribution Agreements With CMP Media and latimes.com; Predict It to Develop Proprietary Interactive "Virtual Brokerage" Content.
August 6, 1999
Word Count: 736

44/6/16 (Item 16 from file: 16)
06552077 Supplier Number: 55402345 (USE FORMAT 7 FOR FULLTEXT)
Predict It, Inc. Appoints Alana Oldham Chief Technology Officer.
August 10, 1999
Word Count: 316

44/6/17 (Item 17 from file: 16)
06624597 Supplier Number: 55712713 (USE FORMAT 7 FOR FULLTEXT)
Predict It Surpasses 100,000 Registered Users; Adds 50th Distribution Partner.
Sept 10, 1999
Word Count: 466

44/6/18 (Item 18 from file: 16)
06706734 Supplier Number: 56074051 (USE FORMAT 7 FOR FULLTEXT)
Predict It, Inc. and the NHL's Carolina Hurricanes Enter into Distribution Agreement; Two Way Agreement Provides Content for CanesHockey.com and Promotion for Predict It.
Oct 8, 1999
Word Count: 500

44/6/20 (Item 20 from file: 16)
06763595 Supplier Number: 56978152 (USE FORMAT 7 FOR FULLTEXT)
Predict It and VISION Consulting Form Strategic Alliance to Redefine the Online Prediction Experience; VISION makes equity investment in Predict It.
Oct 28, 1999
Word Count: 434

44/6/21 (Item 21 from file: 16)
06781798 Supplier Number: 57229020 (USE FORMAT 7 FOR FULLTEXT)
Predict It, Inc. Signs Seven New Partners in the First Three Days of November; Agreements demonstrate broad and growing appeal of Predict It's proprietary content and technology.
Nov 4, 1999
Word Count: 895

44/6/22 (Item 22 from file: 16)
06913855 Supplier Number: 58479202 (USE FORMAT 7 FOR FULLTEXT)
(2) Predict It, Inc. and SportsLine USA, Inc. Enter Into Three Year Distribution Agreement.
Nov 18, 1999
Word Count: 563

44/6/24 (Item 24 from file: 16)
06860424 Supplier Number: 58151364 (USE FORMAT 7 FOR FULLTEXT)
Predict It appoints Justin Model, Silicon Alley Catalyst, as Director of Business Development.
Dec 10, 1999
Word Count: 382

44/6/28 (Item 28 from file: 16)
07097330 Supplier Number: 59998756 (USE FORMAT 7 FOR FULLTEXT)
PredictIt.com and China Interactive Media Group to Bring Leading Online Prediction Service to People's Republic of China.
March 6, 2000
Word Count: 584

44/6/29 (Item 29 from file: 16)
07100983 Supplier Number: 60017593 (USE FORMAT 7 FOR FULLTEXT)
PredictIt.com Consensus Pick Wins the Inaugural "Predict It Race" at Meadowlands Park.
March 9, 2000
Word Count: 395

44/6/30 (Item 30 from file: 16)
07101270 Supplier Number: 60022803 (USE FORMAT 7 FOR FULLTEXT)
Who Wants to "Predict the Madness" and Win $1,000,000?
March 10, 2000
Word Count: 584

44/6/33 (Item 33 from file: 16)
07231663 Supplier Number: 61576434 (USE FORMAT 7 FOR FULLTEXT)
Predict It, Inc. Files With SEC To Become a Reporting Company.
April 19, 2000
Word Count: 198

44/6/34 (Item 34 from file: 16)
07301400 Supplier Number: 61905247 (USE FORMAT 7 FOR FULLTEXT)
REPEAT/Venture Catalyst Acquires 10.2% Stake in Predict It, Inc.; Cites Predict It, Inc.'s Growth and Business Opportunities.
May 5, 2000
Word Count: 647

44/6/35 (Item 35 from file: 16)
07300704 Supplier Number: 61885311 (USE FORMAT 7 FOR FULLTEXT)
Venture Catalyst Acquires 10.2% Stake in Predict It, Inc.; Cites Predict It, Inc.'s Growth and Business Opportunities.
May 5, 2000
Word Count: 644

44/6/36 (Item 36 from file: 16)
07421912 Supplier Number: 62447992 (USE FORMAT 7 FOR FULLTEXT)
Predict It, Inc. Announces Second Closing of $1.16 Million in a Private Placement of Series B Convertible Preferred Stock.
June 2, 2000
Word Count: 346

44/6/37 (Item 37 from file: 16)

07431460 Supplier Number: 62512759 (USE FORMAT 7 FOR FULLTEXT)
Predict It, Inc. and NYPost.com Enter Into Distribution Agreement.
June 6, 2000
Word Count: 506

44/3,K/14 (Item 14 from file: 636)
DIALOG(R)File 636:Gale Group Newsletter DB(TM)
(c) 2005 The Gale Group. All rts. reserv.
04217763 Supplier Number: 55119459 (USE FORMAT 7 FOR FULLTEXT)
DATANET: Datanet launch the complete guide to Formula One on the web.
M2 Presswire, pNA
July 9, 1999
Language: English Record Type: Fulltext
Document Type: Newswire; Trade
Word Count: 687
... a superb resource.
Datanet Group Ltd. - Notes to the Editors
Datanet Group Ltd. is an **Internet** technology company specialising in the creation of online brand titles within the business, entertainment and **sports** arenas. Datanet generates revenue by offering the individual **user** , **value** as a buyer of goods and services, and from the audience they provide to potential...

44/3,K/32 (Item 32 from file: 16)
DIALOG(R)File 16:Gale Group PROMT(R)
(c) 2005 The Gale Group. All rts. reserv.
07174239 Supplier Number: 61347342 (USE FORMAT 7 FOR FULLTEXT)
Obongo Teams with Predict It to ``Turbo-Charge'' the Web.
Business Wire, p0402
April 6, 2000
Language: English Record Type: Fulltext
Document Type: Newswire; Trade
Word Count: 733
... It Inc. is the leading developer and distributor of user-generated predictive content on the **Internet** . The innovative patent-pending prediction exchange system objectively measures, identifies, and ranks **users** (" **analysts** ") based on their prediction performance in event categories such as **sports** , finance, politics, and entertainment.
The Predict It system then compensates its "analysts" when other users...

44/3,K/40 (Item 40 from file: 16)
DIALOG(R)File 16:Gale Group PROMT(R)
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08784815 Supplier Number: 76425192 (USE FORMAT 7 FOR FULLTEXT)
Major League Baseball Advanced Media Uses WebTrends Live For Real-Time Web Traffic Analysis.
Business Wire, p0192
July 10, 2001
Language: English Record Type: Fulltext
Document Type: Newswire; Trade
Word Count: 659
... monitor web site traffic and to determine which site content is of

most interest to **fans** .

Analysis of key site information -- such as this year's online balloting for the all-star **game** , player pages, audio web casts of League **games** , auctions of baseball memorabilia, and fantasy **games** -- gives the company's marketing and IT managers the ability to ensure that fans get...

44/7/25 (Item 25 from file: 16)
DIALOG(R)File 16:Gale Group PROMT(R)

06899215 Supplier Number: 58396556 (THIS IS THE FULLTEXT)
Predict It Analysts To Become Radio Stars; Predict It Promotes Top Analysts During Sponsorship of WFAN Radio Coverage of Super Bowl XXXIV and College Bowl Week.
Business Wire, p1010
Dec 29, 1999
TEXT:
Business/Entertainment Editors

NEW YORK--(BUSINESS WIRE)--Dec. 29, 1999

Predict It Inc., (OTC BB:PRIT), an Internet service that measures, identifies, ranks and rewards users based on their prediction performance in event categories such as sports, finance, politics, and entertainment, today announced that it will be promoting its top sports analysts as part of Predict It Sports' sponsorship of WFAN Radio's College Bowl and NFL Super Bowl XXXIV coverage and live broadcasts.

Under the terms of the agreement, WFAN will promote Predict It Sports on prominent programs like the "Mike & The Mad Dog Bowl Preview Show," as well as during the Super Bowl XXXIV game broadcast and pre-game show. The promotion will take the form of multiple advertisements and sponsorship mentions. The advertisements spotlight Predict It Sports users who have provided the Predict It community with valuable football insight thanks to their superior prediction performances this season. To heighten interest, a challenge is being made to WFAN listeners to prove their sports knowledge, gain the chance to earn cash rewards and be featured on WFAN radio in the future.

Andrew Merkatz, President of Predict It, commented, "The hardcore sports fan is clearly the user demographic that will instantly gravitate towards and embrace the Predict It Sports application. Predict It's sponsorship of Super Bowl XXXIV and the College Bowl Week on WFAN Radio offers us premium access to this group at a time when they are most actively involved in discussing and following sports."

The world's first 24-hour all-sports radio station, WFAN-AM Sports Radio 66 remains the premiere sports talk radio station in the business. WFAN is the flagship station of five New York professional sports franchises: The New York Mets, Jets, Giants, Knicks and Rangers. For the past 12 years, WFAN has provided in-depth coverage of the top sports stories in New York and throughout the world to an audience centered in the New York tri-state area and extending out all along the east coast.

Predict It, Inc. is the leading developer and distributor of user-generated predictive content on the **Internet** . The innovative patent-pending prediction exchange system objectively measures, identifies, ranks and rewards **users** (" **analysts** ") based on their prediction performance in event categories such as **sports** , finance, politics, and entertainment. The Predict It system then compensates its "analysts" when other users seek out their predictions. Consumers may access Predict It directly via its web site at www.predictit.com or through its large

network of **sports** , finance, news, portal, and community content sites. Predict It is based in New York's Silicon Alley.
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44/7/31 (Item 31 from file: 16)
DIALOG(R)File 16:Gale Group PROMT(R)
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07103001 Supplier Number: 60057321 (THIS IS THE FULLTEXT)
Who's the Coolest? Predict It.com.
Business Wire, p1350
March 13, 2000
TEXT:
Business/High Tech & Sports Editors
NEW YORK--(BUSINESS WIRE)--March 13, 2000
Predict It selected as "Cool Site of the Day"
for Monday, March 13, 2000
Anyone who has ever wanted to make sports and stock picks like the pros will appreciate that there is a site out there for them. And today that site, Predict It (http://www.predictit.com), was named by Cool Site of the Day as the coolest for March 13, 2000.
Predict It, Inc. (OTC BB:PRIT) is an Internet service which documents and rewards users based on their prediction performance in event categories such as sports, finance, politics, and entertainment. The site provides a venue for anyone who thinks they "know their stuff" to actually prove it. Predict It users can make or get predictions on who will win the big game, what stocks will outperform the market, who will win this year's "Best Picture," or who will be our next President.
"We are extremely excited about being named the coolest site today," said Andrew Merkatz, President of Predict It. "This honor demonstrates that Predict It provides an innovative, service with real value for our users. By choosing Predict It, it shows that people everywhere want to have their voices heard," said Mr. Merkatz.
About Predict It:
Predict It, Inc. is the leading developer and distributor of community-generated prediction applications on the **Internet** . The innovative patent-pending prediction exchange system documents and rewards **users** (" **analysts** ") based on their prediction performance in event categories such as **sports** , stocks, entertainment and politics. The Predict It system then compensates its "analysts" when other users seek out their predictions. Consumers may access Predict It directly via its web site at www.predictit.com or through its large **network** of **sports** , finance, news, portal, and community content sites. Predict It is based in New York's Silicon Alley.
About Cool Site of the Day
Cool Site of the Day (http://www.coolsiteoftheday.com) is the Web's original 'Awards' site, in operation since 1994. Every day the site picks a new 'Cool Site of the Day' that demonstrates notable strides in innovation, content, and design. Users' daily rankings of each 'Cool Site of the Day' determines which sites are nominated to receive the coveted Cool Site of the Year Award -- with their votes determining the actual winners.
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File 111:TGG Natl.Newspaper Index(SM) 1979-2005/Jun 06
         (c) 2005 The Gale Group
File 583:Gale Group Globalbase(TM) 1986-2002/Dec 13
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File 474:New York Times Abs 1969-2005/Jun 07
         (c) 2005 The New York Times
File 475:Wall Street Journal Abs 1973-2005/Jun 07
         (c) 2005 The New York Times
Set     Items   Description
S1     898960   COMPUTER?
S2      47557   DATA()PROCESS???
S3     552392   INTERNET OR NETWORK??
S4     140534   REPORTER? ? OR USER? ? OR VIEWER? ? OR FAN OR FANS
S5     307886   ANALYZ? OR ANALYS?
S6     508178   RATE? ? OR RATING? ?
S7     280066   EVALUAT? OR VALUE? ? OR VALUING
S8      25979   GRADE? ? OR GRADING
S9      42129   ASSESS? OR APPRAIS?
S10    152915   TEAM? ?
S11    475804   GAME OR GAMES OR CONTEST? ? OR SPORT OR SPORTS OR TOURNAME-
              NT? ?
S12        13   S1:S3 AND S4 AND S5:S9 AND S10 AND S11
S13        13   RD (unique items)
S14         5   S13/2002:2005
S15         8   S13 NOT S14
S16         8   Sort S15/ALL/PY,A

 16/7/3     (Item 3 from file: 111)
DIALOG(R)File 111:TGG Natl.Newspaper Index(SM)
(c) 2005 The Gale Group. All rts. reserv.
04086415     Supplier Number: 14946936
Prodigy and ESPN to team up to put pro sports on-line; service's
  subscribers will get more stats and analysis than plain TV viewers .
  (Prodigy Services Co. to offer ESPNET service)
Sandberg, Jared
Wall Street Journal , Wed ed, col 3, pB5(W) pB5(E)
March 30, 1994


 16/7/4     (Item 4 from file: 474)
DIALOG(R)File 474:New York Times Abs
(c) 2005 The New York Times. All rts. reserv.
07469165   NYT Sequence Number: 909874961021
 SPORTS  SERVICE BATTLES N.B.A. IN ROUND TWO
Mifflin, Lawrie
New York Times, Col. 5, Pg. 1, Sec. D
Monday October 21 1996
ABSTRACT:
     Sports  Team  Analysis  and Tracking Systems Inc, known as Stats
Inc, is appealing court order to stop disseminating scores of National
Basketball Assn  games  through its  Sports  Trax, new gadget the size of
personal pager, on which  user  can punch basketball shaped button to get
latest score of  game , minute by minute, basket by basket; NBA contends it
should be paid for rights to transmit 'virtual  game '; because of First
Amendment implications of case, various news organizations have filed
friend-of-the-court briefs supporting defendants, contending that their
```

devices transmit only 'bare-bones facts' of **game** ; but NBC, which has contract to broadcast NBA **games** , sides with NBA, contending that line must be drawn to prevent new media like on-line services from taking away the **value** of live **game** or television broadcast (M)

16/7/5 (Item 5 from file: 583)
DIALOG(R)File 583:Gale Group Globalbase(TM)
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06292638
Let's cooperate, says Celcom
MALAYSIA: CELCOM AND FAM TO PROMOTE FOOTBALL
Business Times Malaysia (XAR) 08 Apr 1996 P.2
Language: ENGLISH
Cellular Communications **Network** Sdn Bhd (Celcom), a Malaysian telecommunication company has inked an agreement with Football Association Malaysia (FAM) and seven print media to arrange 'Celcom M-league Dream **Team** **Contest** ' to promote football in Malaysia. Football **fans** will be charged a normal telephone **rates** when call to pick their dream **team** . FAM will receive 20% of the proceed from the **contest** , while 80% will be shared by Celcom and the print media. Celcom had also handed over RM 1 mn as official sponsorship to FAM.

16/7/6 (Item 6 from file: 474)
DIALOG(R)File 474:New York Times Abs
(c) 2005 The New York Times. All rts. reserv.
07496513 NYT Sequence Number: 423025970131
COURT SUPPORTS TRANSMISSION OF SPORTS **DATA**
Mifflin, Lawrie
New York Times, Col. 5, Pg. 1, Sec. D
Friday January 31 1997
ABSTRACT:
Federal appeals court rules, 3-to-0, that National Basketball Assn may not stop Motorola Inc and **sports** statistics-gathering company from transmitting continuously updated scores of NBA **games** on hand-held pager that Motorola sells; decision reverses ruling by lower court judge who had concluded that NBA's commercial property was being misappropriated by Motorola and **Sports** **Team** **Analysis** and Tracking Systems, known as Stats Inc; defendants' winning argument was that pager-like gadget, called Sportstrax, was merely relaying factual information already in the public domain; court's ruling has broader implications: because Stats Inc also has America Online site where **users** can view same **game** information, ruling could also protect news information transmitted via on-line services; because of First Amendment implications of case, news organizations had filed friend-of-the-court briefs supporting the defendants (M)

Large scale gymnastics championships: An on-line interactive collection and analysis of scores

Full text Pdf (629 KB)

Source **International Conference on APL** archive
Proceedings of seventh international conference on APL table of contents
Pisa, Italy
Pages: 50 - 59
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James S. Walton
Frederick S. Bader

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BCS-Displays : BCS/Displays
CNUCE Institute : CNUCE Institute

Publisher ACM Press New York, NY, USA

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↑ ABSTRACT

APL has proved to be a magnificent and simple tool for the collection and analysis of the rather complicated scoring in large-scale regional, national or international gymnastics championships, a task previously done by teams of human scorers.

↑ REFERENCES

Note: OCR errors may be found in this Reference List extracted from the full text article. ACM has opted to expose the complete List rather than only correct and linked references.

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↑ INDEX TERMS

Primary Classification:
D. Software
↳ **D.3** PROGRAMMING LANGUAGES
↳ **D.3.2** Language Classifications
↳ **Nouns:** APL

Additional Classification:
F. Theory of Computation
↳ **F.1** COMPUTATION BY ABSTRACT DEVICES
↳ **F.1.2** Modes of Computation
↳ **Subjects:** Online computation

General Terms:
Human Factors, Languages

↑ Collaborative Colleagues:

Frederick S. Bader:	Daniel L. Bernitt James S. Walton
Daniel L. Bernitt:	Frederick S. Bader James S. Walton
James S. Walton:	Frederick S. Bader Daniel L. Bernitt

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  Paul Butterworth , Allen Otis , Jacob Stein

- Putting innovation to work: adoption strategies for multimedia communication systems
  Communications of the ACM 34, 12
  Ellen Francik , Susan Ehrlich Rudman , Donna Cooper , Stephen Levine

- An intelligent component database for behavioral synthesis
  Proceedings of the 27th ACM/IEEE conference on Design automation
  Gwo-Dong Chen , Daniel D. Gajski

LARGE SCALE GYMNASTICS CHAMPIONSHIPS: AN ON-LINE INTERACTIVE COLLECTION AND ANALYSIS OF SCORES

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Abstract

APL has proved to be a magnificent and simple tool for the collection and analysis of the rather complicated scoring in large-scale regional, national or international gymnastics championships, a task previously done by teams of human scorers.

1. Introduction

Athletic championships on an international, national, or large-scale regional basis are substantial business undertakings requiring large sums of money, elaborate physical facilities, and the time and energy of many people. Computers are becoming common helpers in these sporting activities [1-5] with applications ranging from post-game statistical tabulations, such as those done on football scouting reports [2], to real-time processing of scores [3,4]. During championship activity, especially, immediate and accurate results are naturally important but have heretofore not been available in the sport of gymnastics, where scoring is complicated by the strategy of awarding honors to both teams and individuals based on performance in compulsory, optional, and final exercises in six different events.

In the United States the National Collegiate Athletic Association (NCAA) each year sponsors, in men's gymnastics, eight regional meets for University Division schools, a national meet for College Division schools, and a national meet for the University Division regional team champions and individual qualifiers. The six events in men's gymnastics are the floor exercise (FX), the pommel (or side) horse (SH), the still rings (R), the vault (V), the parallel bars (PB), and the high bars (HB). A gymnast's exercise in an event is evaluated by a panel of four judges, each of whom awards a mark between 0 and 10, in steps of 0.1. In an effort to find a consensus among the judges and minimize the effects of those who are inconsistent, the high and low marks are discarded and the average of the remaining two yield the score for that gymnast.

In an NCAA regional meet, teams compete for honors by having no more than five gymnasts perform in each event (not the same ones perform in all events, however). The team score for that event is the sum of the highest three scores. In addition, certain individuals compete for individual awards (many do this even though their schools do not compete for a team honor) in each event. A special category of individual performers are the "all-arounds" who compete in all six events for an award based on their total score, thereby emphasizing overall versatility rather than the specialities.

The meets are run over a three day period with the first day devoted to compulsory movements in the events and the second day devoted to free, or optional, exercises. The top 3 teams, and the top 8 individuals in each event, then compete in final exercises on the third day to determine regional

champions.

All eight regional team champions, the top 3 individuals in each event and the top 3 "all-arounds" from each region, plus the top 3 individuals in each event and the top 3 "all-arounds" from the College Division championships then advance to the national University Division championships where the same general format applies. In the selection of individual specialists and "all-arounds", ties are not broken so there may be more than 3 qualifiers/event, for example, if more than 3 gymnasts achieve equally high scores. During these meets, any particular gymnast may be eligible to compete for only one or, conceivably, all eight awards. In any case, during the three days of competition, each mark and score must be recorded and then properly selected and analyzed to determine standings in each category. In previous years coaches, gymnasts and the public had to await the outcome until teams of scorers computed the standings. This usually took overnight, for complete results, and the audience as well as performers and officials left without knowing the results of the competitions they had just witnessed. The computerized system, however, gave results immediately after each performance, thereby allowing even intermediate standings to show who stood where throughout the meet. The performers knew who had had a good exercise and had moved up, and who had done badly and dropped back.

To further emphasize the improvement the computer gave, the magnitude of the problem can be appreciated by noting that at the 1974 NCAA championships, held at Penn State University, there were 8 teams competing for team honors and more than 180 individuals, representing 43 different universities and colleges, competing for team and/or individual awards, resulting in a total of nearly 5,000 scores. It's obvious that collecting and analyzing this amount of information by hand is a staggering process which is both slow and subject to embarrassing errors.

2. General Solution

The mechanism for the computerized scorekeeping at the 1974 NCAA meet involved one terminal (a TEKTRONIX 4013 CRT for its silent operation) that was on the gymnasium floor, and was used for entering marks immediately after each performance. Two terminals in a side room were used for queries by gymnasts, coaches and fans, and a fourth terminal in the press room permitted reporters to obtain statistics immediately. After the completion of a day's activities, the two terminals in the side room were used to type final reports directly onto multilith mats for multiple copy reproduction. The terminals were in operation throughout the meet and were freely used by the authors, two assistants, and anyone else who wandered into the side room. Scores were entered through just the one terminal, of course, and were saved frequently. The other terminals then had to load the latest scores in order to obtain the latest results.

All scores are collected and stored with a single function, SCORE. This function is essentially a never-ending routine and is always ready to accept marks as they are given. After each exercise, the "scorer" types the event name (actually the abbreviations, FX, SH, etc., shown above and which are in general use by gymnastics people), the gymnast's name, and the marks awarded by the four judges.

Examples are:

```
FX KRUEST 90 90 89 89
```

and

```
R HEAVER  92 94 92 91
```

for the floor exercise marks for the gymnast Kruest, and the marks for the still rings performance by Heaver. The high and low marks are ignored and the other two averaged to give the score for that performance. Each of the four marks must be kept and tabulated, however, not just the average score. The SCORE function has considerable error checking to catch the inevitable typing errors that result in misspelled names, etc. It also guards against a score being inadvertently entered twice, but still has the ability to allow a previous entry to be changed (e.g., if a score had been entered incorrectly), or a new, unexpected performer to be added.

At any time during the meet it is possible to obtain the current individual or team standings and scores, a summary for a particular team, standings of the "all-around" competitors and/or all information about any specified individual. This is accomplished by the functions STANDINGS, TOTALS, SUM, AA, and FIND, respectively, examples of which are shown in the appendix.

With just these few functions, the use of the system by the coaches, gymnasts, officials, etc. who want information is quite simple. In fact, the only documentation at the meets where the system was used was a piece of paper taped to each terminal saying:

	IF YOU WANT	TYPE
a)	Current individual standings	STANDINGS event
b)	" team standings	TOTALS
c)	All-around standings	AA
d)	Event summary for one team	team SUM event
e)	Information about an individual	FIND 'name'

where "event" and "team" were agreed-upon abbreviations (used as APL variables) familiar to gymnastics people. The simplicity of use was adequately illustrated by members of the press using their own terminal with no training or help.

3. Initialization

The person responsible for collecting the scores has a good deal more to be concerned with than the entry and retrieval functions above. In fact, most of the work for the "scorer" comes before the first competition. Such things as the names of all performers, indications of which individual events, if any, they're eligible for, names of the "all-around" competitors, team names, judges' names and what events they're judging, etc. must all be entered before any competition begins. For the 1974 NCAA meet this took about four hours of typing (by one of the authors who is not in search of a typist's job!). This is all accomplished by just one function, INIT, which interactively leads the scorer through the necessary steps.

After the compulsory exercises, the "scorer" executes a function, INITOPTS, in order to be ready for the optional exercises. This allows the compulsory scores to be saved and some bookkeeping chores to be done. After the optional exercises, the function, INITFINALS, analyzes the compulsory and optional scores and picks the top three teams and the top eight individuals in each event to prepare for the finals on the last day.

In addition to acquiring names of competitors and teams, eligibility information, etc. these initialization routines keep track of judging assignments. A total of 12 judges participate in a revolving manner such that each judge scores two different events in the compulsory, optional, and final performances (in all reporting, each mark must have a judge associated with it in order to allow back-checking against the original marks as written on slips of paper by each judge, and to permit coaches and officials to interpret and possibly compare or question any particular mark).

4. Output Reporting

The five query functions are designed to give rapid, dynamic results. In particular, very few decimal points are typed, relying on the reader's knowledge that the numbers are in the 0-10 range. Although it's just very much a peculiarity of the IBM version XM6 of APL, the system we had to work with, output formatting is awkward and some of the output logic is as complicated as that doing the main calculations. In this context, an added minor but not trivial nuisance is introduced by the fact that during both compulsory and optional events, the true scores are three digits (an average of two, 2-digit numbers). For the finals, however, the compulsory and optional scores are averaged, yielding a four-digit number. Another complication comes from the fact that just one of the exercises (the vault) is done twice in the finals only, and the actual score is the average of the two 3-digit averages themselves, again yielding a 4-digit result.

In order to obtain results on a high speed line printer, all of the APL functions are made to yield an explicit, matrix result, and a program was written using IBM PL/1-F to access and print the matrices via a batch job. The final reports, however, were typed directly onto multilith mats for reproduction, using a few extra edit functions which neatly title and space the result matrices.

5. Judging Analysis

Unlike many sports where scoring is relatively objective, with a fixed number of points being awarded for particular accomplishments, gymnastics scores are largely subjective. Each of four judges awards a mark from 0-10, in increments of 0.1; the high and low marks are discarded and the two middle numbers are averaged to obtain the true score. The International Gymnastics Federation (abbreviated FIG from the French) specifies that the two middle marks must be within an allowable range which varies, depending on the score, from a full point spread for a score less than 4.0 to just 0.1 for a score greater than 9.5. If the range is exceeded, the judges must confer and adjust their marks so that the criterion is met.

Our judging analysis consists of two routines, one of which selects for each judge all of the marks he awarded that were out of range. It shows the true score together with his rejected score and thereby gives the minimum number of times his mark did not count. It is only a minimum, since a mark could be within the allowed range and yet not be counted if it were the high or low. This routine then summarizes, for each team, how many times a judge scored too high and how many times he scored too low. This allows detection of an event in which a judge was weak. Some judges almost never missed for one exercise but frequently missed for another. It also points out whether a judge has a tendency to either consistently overscore or underscore. In one case a particular judge missed the allowable range twenty-four times, sixteen of which were too low. The obvious conclusion is that the given judge has a pronounced tendency to score lower than his colleagues. The really bad judge, though, is the inconsistent one who overscores and underscores in an erratic manner.

Another analysis routine can detect if a judge shows a bias for or against any particular team. This routine simply calculates a team's scores by considering only the scores of one judge, and then

Automated assistants to aid humans in understanding team behaviors

Full text Pdf (1.09 MB)

Source **International Conference on Autonomous Agents** archive
Proceedings of the fourth international conference on Autonomous agents table of contents
Barcelona, Spain
Pages: 419 - 426
Year of Publication: 2000
ISBN:1-58113-230-1

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↑ REFERENCES

Note: OCR errors may be found in this Reference List extracted from the full text article. ACM has opted to expose the complete List rather than only correct and linked references.

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↑ INDEX TERMS

Primary Classification:

H. Information Systems

↳ **H.1** MODELS AND PRINCIPLES

Additional Classification:

D. Software

↳ **D.2** SOFTWARE ENGINEERING

↳ **D.2.2** Design Tools and Techniques

↳ **Subjects:** Petri nets

I. Computing Methodologies

↳ **I.2** ARTIFICIAL INTELLIGENCE

↳ **I.2.11** Distributed Artificial Intelligence

↳ **Subjects:** Intelligent agents; Multiagent systems

K. Computing Milieux

↳ **K.6** MANAGEMENT OF COMPUTING AND INFORMATION SYSTEMS

↳ **K.6.1** Project and People Management

↳ **Subjects:** Training

General Terms:

Design, Human Factors, Measurement, Performance, Theory

↑ Collaborative Colleagues:

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	Ali Erdem	Jonathan Gratch	Randall W. Hill	Takayuki Ito
	Lewis Johnson	W. Lewis Johnson	Gal A. Kaminka	Ion Muslea
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Michael Wooldridge
Robert Wray
Makoto Yokoo
Weixiong Zhang

Automated Assistants to Aid Humans in Understanding Team Behaviors

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ABSTRACT

Multi-agent teamwork is critical in a large number of agent applications, including training, education, virtual enterprises and collective robotics. Tools that can help humans analyze, evaluate, and understand team behaviors are becoming increasingly important as well. We have taken a step towards building such a tool by creating an automated analyst agent called ISAAC for post-hoc, off-line agent-team analysis. ISAAC's novelty stems from a key design constraint that arises in team analysis: multiple types of models of team behavior are necessary to analyze different granularities of team events, including agent actions, interactions, and global performance. These heterogeneous team models are automatically acquired via machine learning over teams' external behavior traces, where the specific learning techniques are tailored to the particular model learned. Additionally, ISAAC employs multiple presentation techniques that can aid human understanding of the analyses. This paper presents ISAAC's general conceptual framework, motivating its design, as well as its concrete application in the domain of RoboCup soccer. In the RoboCup domain, ISAAC was used prior to and during the RoboCup'99 tournament, and was awarded the RoboCup scientific challenge award.

1. INTRODUCTION

Teamwork has been a growing area of agent research and development in recent years, seen in a large number of multi-agent applications, including autonomous multi-robotic space missions [5], virtual environments for training [16] and education [8], and software agents on the Internet [15]. With the growing importance of teamwork, there is now a critical need for tools to help humans analyze, evaluate, and understand team behaviors. Indeed, in multi-agent domains with tens or even hundreds of agents in teams, agent interactions are often highly complex and dynamic, making it difficult for human developers to analyze agent-team behaviors. The problem is further exacerbated in environments where agents are developed by different developers, where even the intended interactions are unpredictable.

Agents 2000 Barcelona Spain

Unfortunately, the problem of analyzing team behavior to aid human developers in understanding and improving team performance has been largely unaddressed. Previous work in agent teamwork has largely focused on guiding autonomous agents in their teamwork [6, 17], but not on its analysis for humans. Agent explanation systems, such as Debrief [7], allow individual agents to explain their actions based on internal state, but do not have the means for a team analysis. Recent work on multi-agent visualization systems, such as [9], has been motivated by multi-agent understandability concerns (similar to ours), but it still leaves analysis of agent actions and interactions to humans.

This paper focuses on agents that assist humans to analyze, understand and improve multi-agent team behaviors by (i) locating key aspects of team behaviors that are critical in team success or failures; (ii) diagnosing such team behaviors, particularly, problematic behaviors; (iii) suggesting alternative courses of action; and (iv) presenting the relevant information to the user comprehensibly. To accomplish these goals, we have developed an agent called ISAAC. A fundamental design constraint here is that unlike systems that focus on explaining individual agent behaviors [7, 12], team analysts such as ISAAC cannot focus on any single agent or any single perspective or any single granularity (in terms of time-scales). Instead, when analyzing teams, multiple perspectives at multiple levels of granularity are important. Thus, while it is sometimes beneficial to analyze the critical actions of single individuals, at other times it is the collaborative agent interaction that is key in team success or failure and requires analysis, and yet at other times an analysis of the global behavior trends of the entire team is important.

To enable analysis from such multiple perspectives, ISAAC relies on multiple models of team behavior, each covering a different level of granularity of team behavior. More specifically, ISAAC relies on three heterogeneous models that analyze events at three separate levels of granularity: an individual agent action, agent interactions, and overall team behavior. These models are automatically acquired using different methods (inductive learning and pattern matching) -- indeed, with multiple models, the method of acquisition can be tailored to the model being acquired.

Yet, team analysts such as ISAAC must not only be experts in team analysis, they must also be experts in conveying this information to humans. The constraint of multiple models has strong implications for the type of presentation as well. Analysis of an agent action can show the action and highlight features of that action that played a prominent role in its success or failure, but a similar presentation would be incongruous for a global

File 619:Asia Intelligence Wire 1995-2005/Jun 08
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File 9:Business & Industry(R) Jul/1994-2005/Jun 09
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Set	Items	Description
S1	70	CO='PREDICT IT INC':CO='PREDICT IT, INC.'
S2	46	RD (unique items)
S3	0	S2/2002:2005
S4	46	Sort S2/ALL/PD,A
S5	327900	PREDICT
S6	46	S4 AND S5
S7	**46**	**Sort S6/ALL/PD,A**

4/7/2 (Item 2 from file: 635)
DIALOG(R)File 635:Business Dateline(R)

1079078 00-47535
Predict It, Inc. Appoints Two Senior Executives.
Anonymous
Business Wire (San Francisco, CA, US) p1
PUBL DATE: 990615
WORD COUNT: 518
DATELINE: New York, NY, US, Middle Atlantic
TEXT:

June 15, 1999--Predict It, Inc. (OTC BB: PRIT), the leader in Internet based prediction services, announced today the appointment of Internet veteran Geordie Pace as Senior Vice-President of Product Development and the promotion of Bob Jacobs to Senior Vice-President of Business Development.

Mr. Pace joins Predict It from PaceKim Partners, the Internet consulting agency that he co-founded in 1998. Prior to this, Mr. Pace was Director of Production and Technology for CKS New York (now USWEB/CKS) where he was responsible for creating interactive strategies for such clients as Audi, Duracell, and W.W. Grainger. Prior to joining CKS in 1997, Mr. Pace served as Associate Creative Director and Director of Production at SiteSpecific Inc., a leading New York based Interactive Marketing Agency that was acquired by CKS in 1997. At SiteSpecific, Mr. Pace worked with

clients such as McKinsey & Company, the National Hockey League and Yahoo! His work has been widely recognized and has received two Clio nominations, an Addy and numerous "best of the web" awards in marketing and animation. Mr. Pace's 15 year career spans multiple media, including magazines, newspapers, and radio.

"Geordie is a rarity in the interactive space," said Andrew Merkatz, President of Predict It, Inc. "He possesses years of experience leading the development of both marketing and production/technology strategies. This combination of skills makes him uniquely qualified to spearhead the development of our next-generation product."

Bob Jacobs, who joined Predict It in July 1998 as Vice-President of Business Development has been promoted to Senior Vice-President of Business Development. During his tenure, Mr. Jacobs has been responsible for managing numerous aspects of the Company's strategic and corporate partnerships including advertising sales and network distribution. Mr. Jacobs has successfully built the Predict It Network to include over 20 sports, community, and news website affiliates. Prior to joining Predict It, Mr. Jacobs spent eight years with Bergen Brunswig Corporation (NYSE: BBC) holding several sales and management positions of increasing responsibility, most recently as Director of Health Systems Sales with responsibilities for building sales teams, strategy development, and process innovation. Mr. Jacobs holds a B.A. degree in Psychology from UCLA.

"The expansion of our strategic alliances is essential to the success of our organization," said Merkatz. "We are extremely pleased to have someone of Bob's experience and capabilities heading up our Business Development initiatives. His successful history in building high-level organizational sales teams combined with his broad experience here since Predict It's inception makes Bob the ideal candidate to establish the structure and strategies capable of meeting our objectives for rapid growth of Predict It's distributor network."

Predict It, Inc. is the leading provider of user-generated prediction services on the Internet. The innovative patent-pending system objectively measures, identifies, and ranks users ("analysts") based on their prediction performance in event categories such as sports, finance, politics, and entertainment. The Predict It system then compensates these analysts when other Predict It analysts seek out their opinions. Consumers may access Predict It directly via its web site at www.predictit.com or through its large network of sports, community, and news content sites. Predict It is based in New York's Silicon Alley.

4/7/3 (Item 3 from file: 610)

DIALOG(R)File 610:Business Wire

00062225 19990618169B0105 (THIS IS THE FULLTEXT)

Global Entertainment Holdings/Equities Inc. Retains Market Pathways Financial Relations

Business Wire
Friday, June 18, 1999 08:18 EDT
WORD COUNT: 486

TEXT:

OMAHA, Neb., Jun 18, 1999 (BUSINESS WIRE via COMTEX) - Global Entertainment Holdings/Equities Inc. (OTC BB: GAMM) (www.globalentertainmentinc.com) Friday announced that it has retained Market Pathways Financial Relations Inc. to assist in its investor relations efforts.

With headquarters in Omaha, Global Entertainment Holdings/Equities is a company that specializes in online gaming software and licensing. It was founded in 1997 and provides financial consulting, investment banking and funding for both TheSportsDaily.com (www.TheSportsDaily.com), a division of Global Entertainment, and its wholly owned subsidiary, Interactive Gaming and Wagering (IGW). TheSportsDaily.com, located in San Francisco, provides up-to-date information on the most wagered sports and key links to online news and wagering sites.

IGW, based in Willemstad, Curacao, has developed the Internet & Telephony Sportsbook System, a leading turnkey sportsbook software package, and two versions of video poker, all of which it licenses to online sportsbook and casino operators. Global Entertainment has recently partnered with Predict It! (OTC BB: PRIT) and DBC Sports to maximize the information available to Web site users. The site offers direct links to online sportsbooks and casinos, including www.VIP.sports.com.

Investment Highlights:

- -- The international gaming market coupled with growth of Internet usage has created an explosive industry poised for tremendous growth.
- -- The projected number of Internet users in the U.S., Asia and Europe by the year 2000 is anticipated to exceed 60 million, 11 million and 8 million, respectively (Forrester Research)
- -- International gaming industry wagers exceeded $1 trillion internationally in 1998 of which the U.S. represented 40 percent.
- -- Americans wagered more than $600 billion in 1998 -- approximately $2,400 for every man, woman, and child.
- -- Over 15 million wagers took place online in 1998 indicating strong consumer demand.

"We are pleased to welcome Global Entertainment to our family of client companies and look forward to working with them to increase awareness of the company and its advancement in Internet gaming," said Shannon Squyres, president of Market Pathways. "Global Entertainment represents an opportunity to participate in the growth of the online gaming sector, in which the company has developed a proven business model of success."

Safe Harbor Statement Some statements in this release are forward-looking and are subject to certain risks and uncertainties. These risks and uncertainties include but are not limited to economic conditions, changes in laws or regulations, demand for products and services of the company and the effects of competition. These risksand uncertainties could significantly affect anticipated results in the future and actual results may differ materially from any forward-looking statements.

Market Pathways Financial Relations Inc. provides financial public relations services to a number of publicly traded companies in a variety of industries. The company's comprehensive range of services includes stockbroker relations, SEC compliance, institutional outreach and support, media relations, shareholder communication and investor lead generation.

-0-

CONTACT: Global Entertainment Holdings/Equities Inc.
Gary Strain, 402/331-3189

or
Market Pathways
Shannon T. Squyres, President
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GEOGRAPHY: CALIFORNIA NEBRASKA
INDUSTRY CODE: COMPUTERS/ELECTRONICS
COMED
INTERACTIVE/MULTIMEDIA/INTERNET
ENTERTAINMENT

4/7/4 (Item 4 from file: 610)
DIALOG(R)File 610:Business Wire

00068138 19990630181B1088 (THIS IS THE FULLTEXT)
Global Entertainment Holdings Adds Two Licensees for Online Sportsbook and Casino; Brings the Total Number of Licensees to Five
Business Wire
Wednesday, June 30, 1999 08:21 EDT
WORD COUNT: 478
TEXT:
OMAHA, Neb., Jun 30, 1999 (BUSINESS WIRE via COMTEX) - Global Entertainment Holdings/Equities Inc. (OTC BB:GAMM) (www.globalentertainmentinc.com) Wednesday announced that its wholly owned subsidiary, Interactive Gaming & Wagering N.V. (IGW), has signed licensing agreements with Gameday International N.V. and The Sports Network N.V. to create online sportsbook and casino sites which brings the total number of licensees to five.

The combined licenses are expected to generate $2 million in revenue for IGW over their three-year term.

Under the agreements, IGW will develop sportsbook and casino sites utilizing IGW's proprietary software. IGW's turnkey sportsbook software package, a cost-effective alternative to in-house software development, enables operator licensees to immediately handle betting for all major sporting events and casino gaming. Features include detailed accounting and reporting functions, numerous security layers and a multilingual interface.

Through its division, TheSportsDaily.com, Global Entertainment provides information on the most wagered sporting events and key links to online news and wagering sites including lines, odds, live scores, information on teams and players, match-up and injury reports, game schedules, and sports news.

The sites are expected to generate $2 million in revenue for IGW, which includes initial set-up fees for customized Web site development, hardware and software installation, monthly maintenance fees and software licensing royalties. The operations are expected to be fully functional in July 1999, when Gameday (www.gamedaysports.com)(www.gamedaycasino.com) and Sports Network (www.aNETbet.com) will launch their new Web sites for online gaming consumers worldwide.

With headquarters in Omaha, Global Entertainment Holding/Equities Inc. specializes in online gaming software and licensing. Founded in 1997, Global provides financial consulting, investment banking and funding for both TheSportsDaily.com (www.TheSportsDaily.com), a division of Global Entertainment, and its wholly owned subsidiary, Interactive Gaming and Wagering (IGW).

IGW, based in Willemstad, Curacao, has developed the Internet & Telephony Sportsbook System, a leading turnkey sportsbook software package, and two versions of video poker, all of which it licenses to online sportsbook and casino operators. Global Entertainment has recently partnered with Predict It! (OTC BB:PRIT) and DBC Sports to maximize the information available to Web site users. The site offers direct links to online sportsbooks and casinos, including www.VIP.sports.com.

Safe Harbor Statement

Some statements in this release are forward-looking and are subject to certain risks and uncertainties. These risks and uncertainties include but are not limited to economic conditions, changes in laws or regulations demand for products and services of the company and the effects of competition. These risks and uncertainties could significantly affect anticipated results in the future and actual results may differ materially from any forward-looking statements. Visit Global Entertainment at www.globalentertainmentinc.com. Visit Gameday International N.V. at www.gamedaysports.com or www.gamedaycasino.com.

Visit The Sports Network N.V. at www.aNetbet.com.

-0-

CONTACT: Global Entertainment Holdings/Equities Inc., Omaha
Gary Strain, 402/331-3189
888/777-GAMM (4266)
or
Market Pathways
Shannon T. Squyres, (media & investor relations)
949/955-1860

GEOGRAPHY: NEBRASKA

INDUSTRY CODE: COMPUTERS/ELECTRONICS
COMED
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4/7/6 (Item 6 from file: 610)

DIALOG(R)File 610:Business Wire

00075693 19990716197B1076 (THIS IS THE FULLTEXT)

Predict It, Inc. Establishes the Predict It Network

Business Wire
Friday, July 16, 1999 09:51 EDT
WORD COUNT: 387

TEXT:

NEW YORK, Jul 16, 1999 (BUSINESS WIRE via COMTEX) - Predict It, Inc. (OTC BB: PRIT), an Internet service which measures, identifies, and ranks users based on their prediction performance in event categories such as sports, finance, politics, and entertainment, today announced the establishment of the Predict It Network, (www.predictit.net) representing the Company's preliminary integration of its multiple media properties including Virtual Stock Exchange, Predict It Stocks and Predict It Sports. The Predict It Network also provides the platform upon which Predict It will blend future product releases, including political, entertainment, and other prediction categories. "The Predict It Network allows us to leverage the collective power of our users across our many points of presence on the Internet," said

Andrew Merkatz, President of Predict It, Inc. "The Network structure allows for easy integration of additional media properties that we may develop or acquire. Additionally, the Predict It Network lays the groundwork for an infrastructure that will support thousands of distributed Predict It marketplaces, including wholly-owned media properties, co-branded distribution partnerships, and affiliated sites."

"Today, our co-branded distribution partnerships consist primarily of specialized sports and finance sites," said Mr. Merkatz. "The Predict It Network will allow our partners to significantly enrich and expand their own user's experience. At the same time," Merkatz continued, "the network will facilitate Predict It's accelerated growth in the portal and general community-site arena."

Predict It is currently distributed through more than thirty partners including Data Broadcasting Corporation (sports.dbc.com), Broadcast.com (www.SportsWorld.com), Nando Media (www.sportserver.com), Crosswalk.com, CollegeStudent.com, and PlanetDirect.com.

Predict It, Inc. is the leader in user-generated prediction services on the Internet, maintaining the world's largest marketplace of individual and collective insight. The innovative patent-pending system objectively measures, identifies, and ranks users ("analysts") based on their prediction performance in event categories suchas sports, finance, politics, and entertainment. The Predict It system then compensates its "analysts" when others seek out their insights. Consumers may access The Predict It Network directly via its web site at www.predictit.net or through its large network of sports, community, and news content sites. Predict It is based in New York's Silicon Alley.

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GEOGRAPHY: NEW YORK

INDUSTRY CODE: TELECOMMUNICATIONS
ENTERTAINMENT
COMPUTERS/ELECTRONICS
INTERACTIVE/MULTIMEDIA/INTERNET
COMED
SPORTS
PRODUCT

4/7/7 (Item 7 from file: 610)

DIALOG(R)File 610:Business Wire

00078237 19990721202B2625 (THIS IS THE FULLTEXT)

Predict It, Inc. Expands Predict It Sports Through Strategic Distribution Partnerships Aligning the Company With Pro Wrestling and yourportal.com

Business Wire

Wednesday, July 21, 1999 12:04 EDT
WORD COUNT: 734
TEXT:
NEW YORK, Jul 21, 1999 (BUSINESS WIRE via COMTEX) - Predict It, Inc. (OTC BB: PRIT), an Internet service which measures, identifies, and ranks users based on their prediction performance in event categories such as sports, finance, politics, and entertainment, announced todaythat it is expanding its flagship Predict It Sports product through the addition of new strategic distribution partnerships which will align the Company with pro wrestling and the highly trafficked yourportal.com web site.

Predict It Sports has entered into a distribution partnership with Scoops Wrestling Network (www.scoopswrestling.com), the internet's largest independent pro wrestling destination, through an agreement with their parent company Extreme Interactive Media, Inc. The Scoops Wrestling staff will team with Predict It to provide match-ups and results from all major pro wrestling federations. Predict It Sports Pro Wrestling will be carried throughout thePredict It Network beginning in August.

"We are excited to be working with Predict It.com," said Matt Myers, President of Extreme Interactive Media. "This relationship presents a unique opportunity to leverage Predict It's technology with America's number one spectator sport, pro wrestling. We expect our growing fan base at ScoopsWrestling.com to devour Predict It Sports pro wrestling coverage."

Professional wrestling has become one of the most popular sports entertainment categories on the web. Scoops is independent of the WWF, WCW, and ECW and can therefore deliver unique content and news on all three wrestling federations to the total population of wrestling fans, regardless of their federation preferences. As a result, Scoops popularity has grown by over 400% in the past twelve months and continues to grow exponentially. ScoopsWrestling.com presently delivers 15 million page views per month to a dedicated fan base in excess of 500,000 users.

Predict It Sports has also entered into an agreement for distribution through the highly trafficked YourPortal site (www.yourportal.com) owned by Acceleration Software International Corporation. YourPortal, one of Acceleration Software's several sites, ranked as the 55th most popular web property according to www.hot100.com and the 67th most popular web property according to www.pcdataonline.com. YourPortal will promote Predict It Sports throughout its site categories. Registered users will then have immediate access to additional Predict It products as they are deployed in other categories like stocks, politics and entertainment.

"We are already able to see that our users enjoy participating in Predict It Sports," said Clint Ballard, CEO of Acceleration Software. "It seems apparent that these users are coming back to participate with the co-branded Predict It product with great regularity and we expect to see a corresponding increase in our traffic on YourPortal.com as well. We also anticipate that future Predict It categories will have a similar effect with our users, whose broad ranging interests align with Predict It's planned expansion."

Acceleration Software is recognized as one of the 500 fastest growing technology companies in the country with it's core business dedicated to enabling both on-and off-line computer functions to operate more efficiently through innovative, patented software. Acceleration has applied its expertise to establish YourPortal.com as one of the most

comprehensive and efficient portal sites on the Internet.
"Increased market penetration, demographic and category expansion, along with key partnerships that enhance our leverage for new product introductions are a major focus of our business development initiatives, " said Andrew Merkatz, President of Predict It, Inc. "We are very pleased by these recent agreements, each of which demonstrates successful accomplishment toward these initiatives and our primary objective of rapid expansion and continued category dominance within the prediction marketplace."
Predict It's distribution network currently consists of nearly forty partners including Data Broadcasting Corporation (http://sports.dbc.com), Broadcast.com (www.SportsWorld.com), Nando Media (www.sportserver.com), Crosswalk.com, CollegeStudent.com, and PlanetDirect.com.
Predict It, Inc. is the leader in user-generated prediction services on the Internet, maintaining the world's largest marketplace of individual and collective insight. The innovative patent-pending system objectively measures, identifies, and ranks users ("analysts") based on their prediction performance in event categories suchas sports, finance, politics, and entertainment. The Predict It system then compensates its "analysts" when others seek out their insights.
Consumers may access The Predict It Network directly via its web site at www.predictit.net or through its large network of sports, community, and news content sites. Predict It is based in New York's Silicon Alley.

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GEOGRAPHY: NEW YORK
INDUSTRY CODE: COMED
COMPUTERS/ELECTRONICS
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File 18:Gale Group F&S Index(R) 1988-2005/Jun 09
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File 474:New York Times Abs 1969-2005/Jun 08
(c) 2005 The New York Times

Set	Items	Description
S1	4	CO='PREDICT IT INC' OR CO='PREDICT IT INC.'
S2	**4**	**RD (unique items)**

2/7/4 (Item 1 from file: 474)
DIALOG(R)File 474:New York Times Abs

07750514 NYT Sequence Number: 618691000201
METRO BUSINESS: THE VIRTUAL MEADOWLANDS
Associated Press
New York Times, Col. 2, Pg. 6, Sec. B
Tuesday February 1 2000
ABSTRACT:
Predict It Inc, New York Internet company, says that it has reached three-year agreement with Meadowlands Racetrack that would allow computer users to predict outcome of horse races at track; guessing is all for fun with no money changing hands (S)

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File 350:Derwent WPIX 1963-2005/UD,UM &UP=200535
         (c) 2005  Thomson Derwent
File 349:PCT FULLTEXT 1979-2005/UB=20050602,UT=20050526
         (c) 2005 WIPO/Univentio
File 348:EUROPEAN PATENTS 1978-2005/Jun W01
         (c) 2005 European Patent Office
Set     Items   Description
S1          2   AU='CAMPAIGNE P J'

1/7/1     (Item 1 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005  Thomson Derwent. All rts. reserv.
015460254    **Image available**
WPI Acc No: 2003-522396/200349
  Real-time basketball player contribution reporting to viewer, involves
  segmenting contest into aspects and assembling received aspect reports to
  create report for contest
Patent Assignee: CAMPAIGNE P J (CAMP-I)
Inventor:  CAMPAIGNE P J
Number of Countries: 001  Number of Patents: 001
Patent Family:
Patent No     Kind   Date    Applicat No    Kind   Date     Week
US 20030073493  A1  20030417  US 2001902333   A   20010710  200349  B
Priority Applications (No Type Date): US 2001902333 A 20010710
Patent Details:
Patent No  Kind Lan Pg   Main IPC    Filing Notes
US 20030073493 A1    22 G06F-017/00
Abstract (Basic): US 20030073493 A1
        NOVELTY - The contest is segmented into several aspects and the
    reports for each aspect of contest are received from reporters/viewers.
    A single report is selected in case of redundant reports, which,
    together with other reports are assembled to create the report for the
    contest.
        DETAILED DESCRIPTION - An INDEPENDENT CLAIM is also included for
    player activity reporting system.
        USE - For reporting player's contribution towards team achievement
    in contests such as basketball, to viewers watching game over
    television (TV), in real-time, using reports submitted by viewers
    through personal computer, interactive TV remote control, wireless
    phone or Internet access device.
        ADVANTAGE - Supports real-time reporting of player's contribution
    to team achievement in contest, thereby enabling viewers to provide
    great emotional support and cheer to players.
        DESCRIPTION OF DRAWING(S) - The figure shows a schematic view
    explaining the reporter learning process.
        pp; 22 DwgNo 1/12
Derwent Class: W02
International Patent Class (Main): G06F-017/00
International Patent Class (Additional): G06F-019/00


 1/7/2     (Item 2 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2005  Thomson Derwent. All rts. reserv.
015177144    **Image available**
WPI Acc No: 2003-237674/200323
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Team member action integrating method involves assigning team achievement value to member actions and aggregating values to guide team members to integrate their activities in pursuit of specific predefined team goals

Patent Assignee: OBJECT POWER INC (OBJE-N)
Inventor: CAMPAIGNE C; **CAMPAIGNE P J**
Number of Countries: 001 Number of Patents: 001
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
US 6496812	B1	20021217	US 2000571874	A	20000513	200323	B

Priority Applications (No Type Date): US 2000571874 A 20000513
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 6496812	B1		24	G06E-001/00	

Abstract (Basic): US 6496812 B1

NOVELTY - The team member action types are defined and valued for selecting team member action that are casual to team achievement. A team achievement value is assigned to member actions and aggregate is calculated. Team members are guided to integrate their activities in pursuit of specific predefined team goals based on aggregate.

DETAILED DESCRIPTION - An INDEPENDENT CLAIM is included for system to identify, select, value and integrate team member action.

USE - For identifying, selecting, valuing and integrating team member actions.

ADVANTAGE - Provides performance feedback system to enable rapid processing and publishing of collected data, which enables team members to emulate successful behavior as the contest continues. Enables the team to self manage the team member interactions.

DESCRIPTION OF DRAWING(S) - The figure shows a flowchart explaining the team member action integrating process.

pp; 24 DwgNo 2/14

Derwent Class: T01; T02; W04
International Patent Class (Main): G06E-001/00

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File  48:SPORTDiscus 1962-2005/Oct
         (c) 2005 Sport Information Resource Centre
File   2:INSPEC 1969-2005/May W5
         (c) 2005 Institution of Electrical Engineers
File   8:Ei Compendex(R) 1970-2005/May W5
         (c) 2005 Elsevier Eng.  Info. Inc.
File  34:SciSearch(R) Cited Ref Sci 1990-2005/May W5
         (c) 2005 Inst for Sci Info
File 434:SciSearch(R) Cited Ref Sci 1974-1989/Dec
         (c) 1998 Inst for Sci Info
Set     Items   Description
S1          2   AU=(CAMPAIGNE P? OR CAMPAIGNE, P?)
S2          1   RD (unique items) [not relevant]

File  15:ABI/Inform(R) 1971-2005/Jun 08
         (c) 2005 ProQuest Info&Learning
File  75:TGG Management Contents(R) 86-2005/May W5
         (c) 2005 The Gale Group
File  88:Gale Group Business A.R.T.S. 1976-2005/Jun 08
         (c) 2005 The Gale Group
File 635:Business Dateline(R) 1985-2005/Jun 08
         (c) 2005 ProQuest Info&Learning
File 392:Boston Herald 1995-2005/Jun 07
         (c) 2005 Boston Herald
File 631:Boston Globe 1980-2005/Jun 08
         (c) 2005 Boston Globe
Set     Items   Description
S1          2   (PHIL OR PHILIP)(1W)CAMPAIGNE
S2          2   RD (unique items)

2/3,AB,K/1     (Item 1 from file: 15)
DIALOG(R)File  15:ABI/Inform(R)
(c) 2005 ProQuest Info&Learning. All rts. reserv.
01102918  97-52312
Small things considered
DelRossi, Robert A; Campaigne, Phil; Johnson, Amy Helen; Carreon, Julia C
InfoWorld  v17n41  PP: 70-86  Oct 9, 1995
ISSN: 0199-6649  JRNL CODE: IFW
WORD COUNT: 7882
...TEXT: delrossi(at) infoworld.cam or via CompuServe at 71510,1726.  Phil
 Campaigne  is president of Object Power Inc., a Smalltalk consultancy in
Cambridge, Mass. His CompuServe address...
ABSTRACT: Four versions of the Smalltalk application development language,
Visual Smalltalk Enterprise 3.0 from ParcPlace-Digitalk Inc., VisualAge
Team for Smalltalk 2.0 from IBM, VisualWorks 2.0 from ParcPlace-Digitalk,
and Object Studio 4.1 from VMark Software Inc., are reviewed.  Visual
Smalltalk Enterprise 3.0 from ParcPlace-Digitalk eked out a victory,
showing special strength in visual programming, deployment and portability
and code reuse areas.  IBM's VisualAge Team for Smalltalk 2.0 earned a
close 2nd-place finish, matching Visual Smalltalk in such areas as visual
programming and code reuse.  As a mode of development, Smalltalk is
probably 3-4 times more productive than Cobol or PL/1, according to IDC
analyst Steve McClure.  A March 1995 IDC research report found that sales
of Smalltalk tools jumped 60% between 1993 and 1994.  The Smalltalk
environment includes what Smalltalk expert Eric Clayberg calls an "object
soup." The Smalltalk object hierarchy amounts to a tremendous amount of
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functionality built right into the base.

06777993 Supplier Number: 57155421 (THIS IS THE FULLTEXT)
Predict It, Inc. Announces The ***Sportal*** ***Network*** to ***Distribute*** ***Sporting*** Predictions on Scrum.com; Agreement demonstrates international appeal of Predict It Sports.
Business Wire, p1315
Nov 3, 1999
Language: English Record Type: Fulltext
Document Type: Newswire; Trade
Word Count: 544
TEXT:
NEW YORK--(BUSINESS WIRE)--November 3, 1999--

Predict It, Inc. (Symbol: PRIT), an Internet service that measures, identifies, and ranks users based on their prediction performance in event categories such as sports, finance, politics, and entertainment, today announced an agreement with the ***Sportal*** Ltd., to ***distribute*** rugby and other sport predictions on the Scrum.com site at www.scrum.com.

Under the terms of the agreement, Predict It is providing Scrum.com with a co-branded version of the Predict It Sports interactive forecasting application. The Predict It co-branded site was originally launched with Scrum.com in September to coincide with Rugby World Cup 99. ***Sportal*** will also **distribute** the Predict It Sports product to other **Sportal** owned and branded sites as well as affiliated sites including rugby teams, soccer teams, and league-related sites as the **Sportal** ***Network*** expands its reach throughout Europe and Asia.

"Predicting which team will win a game is a major part of the pre-game ritual for sport fans," said Rob Hersov, CEO of **Sportal**, "This practice is even more prevalent where national pride is at stake, as is the case with international rugby competition. Predict It provides our site with an interactive platform on which our audience can share their predictions about the outcome of Rugby Union and Rugby League matches, thereby enhancing the online experience at Scrum.com. We have seen enthusiastic participation from avid rugby fans since the initial launch for Rugby World Cup 99 and we anticipate that the response will be even greater as we extend Predict It throughout the rapidly expanding ***Sportal*** ***Network*** of sites."

"This agreement is significant in that it represents our first major international distribution alliance," said Andrew Merkatz, President of Predict It. "While not a major US sport, Rugby is important in the UK, Europe, and throughout the world. This alliance demonstrates that our business model and technology are easily ported overseas."

Sportal aims to create sites with compelling content and leading-edge functionality and features. The ***Sportal*** ***Network*** provides a global technological and commercial infrastructure, enabling **Sportal**'s partners to benefit from economies of scale in technology and software development, and providing international advertisers and commercial partners with access to targeted audiences.

The ***Sportal*** ***Network*** (www. ***sportal*** .net) already includes the official sites for Juventus (www.juventus.it), AC Milan(www.acmilan.com), AC Parma (www.acparma.it), Paris Saint-Germain (www.psg.fr) and Bayern Munich (www.fcbayern.de); and ***Sporting*** Lisbon join the ***network*** later this year. Sport-specific sites include Scrum.com, while national multisport sites in the UK (www. ***sportal*** .co.uk), Denmark (www.infosport.dk) and Sweden (www.sportnow.se) will be joined in late 1999 by **Sportal**-branded sites for Germany, Italy, Spain and France.

Predict It, Inc. is the leading distributor of user-generated predictive content on the Internet. The innovative patent-pending prediction exchange system objectively measures, identifies, and ranks users ("analysts") based on their prediction performance in event categories such as sports, finance, politics, and entertainment. The Predict It system then compensates its "analysts" when other users seek out their predictions. Consumers may access Predict It directly via its web site at www.predictit.com or through its large ***network*** of sports, finance, news, portal, and community content sites. Predict It is based in New York's Silicon Alley.